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Wet dreams! p30



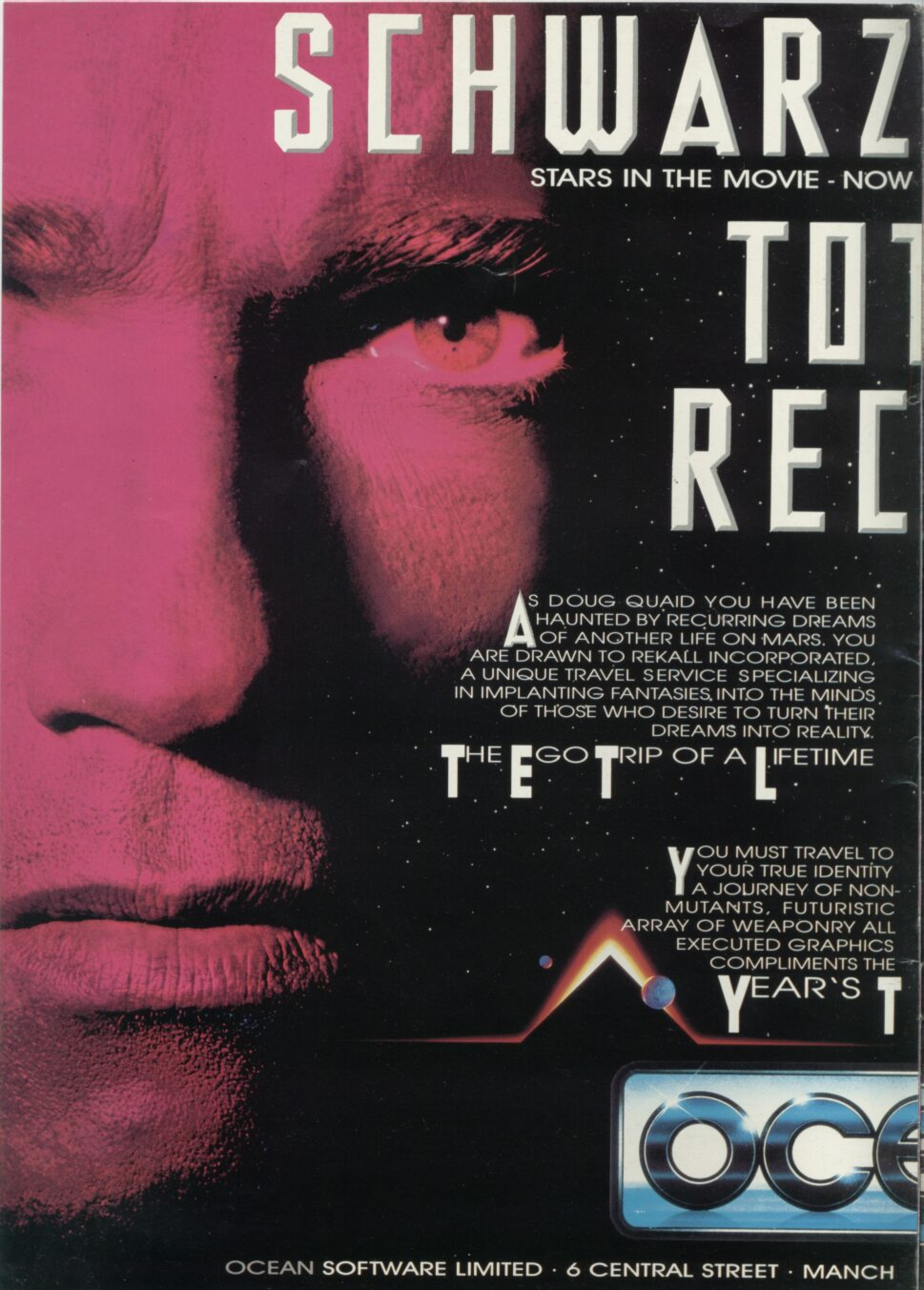
16-bit sensation – on the Speccy! p16

ALL THE BIG CHRISTMAS GAMES!

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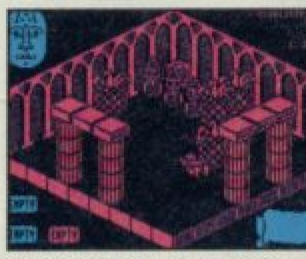
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Stay out of Trouble! YOU'LL BE SO GLAD YOU DID!


Sweevo's World – fruity fun for all the family!







YOUR SINCLAIR **Editor** Matt Bielby ♥ **Art Editor** Sal Meddings ♥ **Production Editor** Andy Ide ♥ **Staff Writer** Linda Barker ♥ **Design Assistant** Andy Ounsted ♥ **Advertising Manager** Simon Moss ♥ **Production Co-ordinator** Melissa Parkinson ♥ **Publisher** Greg Ingham ♥ **Asst Publisher** Jane Richardson ♥ **Circulation Director** Sue Hartley ♥ *Your Sinclair*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW Tel (0225) 442244 (Reader enquiries Wednesday only) Fax (0225) 446019 ♥ **Subscriptions** Computer Posting, 120/126 Lavender Avenue, Mitcham, Surrey CR4 3HP Tel (081) 646 1031 ♥ **Distribution** MMC (tel 0483 211222) ♥ **Cover photograph** Rank Distributors ♥ ISSN 0269 6983 ♥ **ABC** Jan-June '90 64,717 ♥
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Future PUBLISHING

GAMES

YOUR SINCLAIR

It just gets better and better, doesn't it? This month's Four Pack is the corkiest yet – three complete games (old YS 'Hotshot' *Sweevo's World*, Megagame *Shockway Rider*, and *Krakout*), and, to cap it all, a rolling demo of *Shadow Of The Beast*, the 16-bit mega-hit they said could never be done on the Speccy – except it has! It's all too amazing for words really!

SWEEVO'S WORLD

Hewson (Originaly released by Gargoyle Games)

First seen about five years ago (when the Speccy's popularity was at its peak) this earned a *Your Sinclair* Hotshot (the forerunner to the Megagame) – and very deservedly too! It's one of those massive, multi-room 3D adventures of the type Ultimate did so well, but, packed as it is with fiendish puzzles and a rather bizarre sense of humour, it actually manages to be one of the very best!

So what's it all about? Well, Sweevo is a robot, you see. A rather crap robot. He looks (and acts) like a sort of mechanised cross between Stan Laurel and ET and has the spooky old habit of getting himself into the weirdest of scrapes. Take this one for instance – he's been assigned to clear up Knutz Folly, a deserted interstellar planetoid, deserted that is except for cans, teddy bears, fruit, ton weights, geese, rather horrible little girls, goose-stepping dictators, Noddy-like characters, giant fingers and the like. The whole place is a disaster just waiting to happen.



Gameplay (as with all these 3D adventure thingies) is of the 'wandering around/avoiding being killed/working out various puzzles' variety. Some of these puzzlers are fiendishly difficult, some pretty easy-peasy, but large dollops of lateral thinking and a slightly warped sense of humour will be required to complete them. The game's certainly massive – made up of oodles of rooms split into interconnected levels which would take an absolute age to map – but it's packed to the gilis with neat little touches, so there's not the slightest possibilty of getting bored as you wander about. It's also got (and we're not quite sure whether



Uh-oh! Sweevo doesn't look too happy! His energy must be running out!

Yup, I was right. He seems to have keeled over in the corner here – we told him to mind the fruit!

Oops! Don't seem to have collected much yet!

Not sure who these boys are, but they'll be up to no good, we'll be bound!

These doorways take you into further rooms – and believe us, there are oodles of them. This game is a veritable mapper's delight!

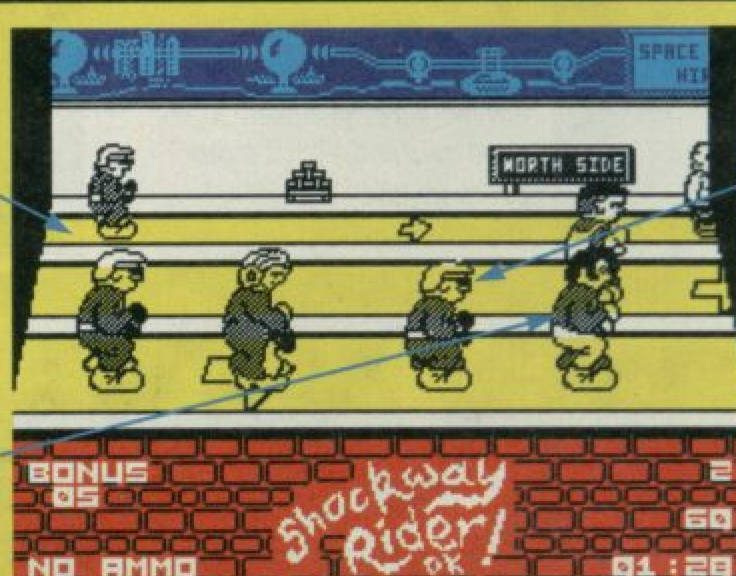
SHOCKWAY RIDER

Hewson (Originally released by FTL games)

Welcome to the 21st century! Shockway Riders are the most athletic and aggressive of the Mega City street gangs, cruising along the triple-speed moving walkways (ie there are three parallel walkways, each moving at a different speed) that circle the town. The ultimate aim of each rider is to go 'Full Circle' right round the city – to do that he must fight off the 'Block Boys', the cops and the vigilantes who'll try to stop him, as well as negotiate the speed traps and rider ramps set up by angry residents.



Anyway, that's the set-up. You, of course, play a rider attempting to go full circle. To do so you must pass through a dozen different districts and face a variety of hazards – some of these you can overcome by either direct hand-to-hand combat or by lobbing a well-aimed missile (bottles or bricks, for instance, can be

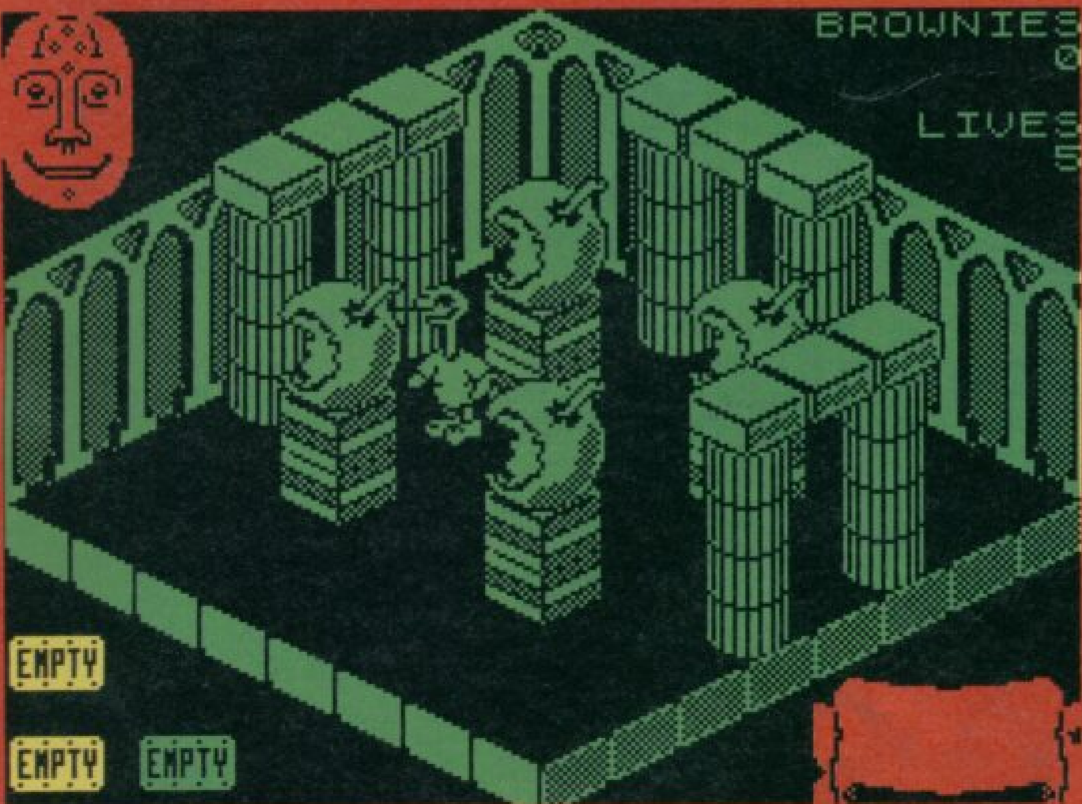


Right, here are the three lanes of the Shockway. This is the slowest one – they get progressively faster as you approach the front of the screen.

And this is you in the dark hair and grey shirt. Everyone else is a villain or bystander – targets all.

Quick thinking is needed here – the guy with the dark glasses is approaching quickly from behind and you're likely to get boxed into the corner of the screen if you're not careful. Might be time for a bit of nifty jumping, doncha think?

OUR PACK No 3



Still haven't collected very much, but Sweevo's looking a bit happier, which is good to see. Not at all sure what those apples are doing there, but there must be some sort of strange logic behind them – you just have to work out what it is!

A few hints and tips for budding Sweevos

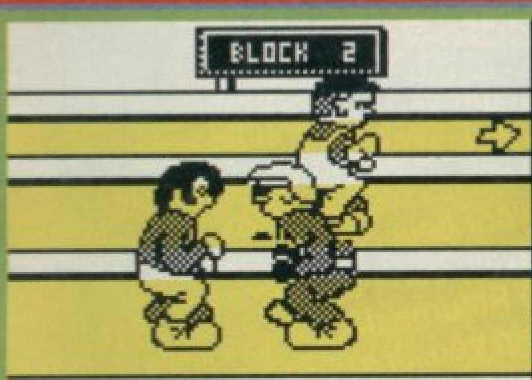
• The creatures that guard the palace will all cause you quite a few problems for a while, but don't despair – each one has a special weakness which can be used to attract (and thus defeat) him.
• Keep an eye on Sweevo's face in the corner of the screen – how happy he looks will give a good indication of how much energy he's got left.
• The Goose that lays the Golden Erg will provide you with extra energy if startled from behind.
• The Selector Pulse shows the position to be occupied if an object is picked up or the object to go if one is dropped.
• Beware of the fruit!

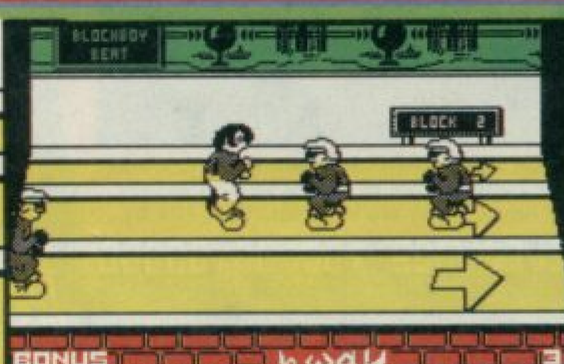
this is a recommendation or not) quite possibly the silliest scoring system ever – with percentages, Brownie points and bonuses thrown in to keep you guessing.

But perhaps it's time to be a bit more specific about what your task in the game actually is. You see, Sweevo stands for Self Willed Extreme Environment Vocational Organism, and each 'sweevo' gets allocated a problem planet to clear up before he's allowed to enter active service (bit like an apprenticeship test really). Our particular Sweevo has been assigned an especially tricky one – the aforementioned Knutz Folly, long since deserted by humans and now populated by a host of genetic experiments created by mad old Baron Knutz. The enemies fall into two categories – first are the Waste Ingestion And Janitor Units, originally designed to clean the Folly (but which aren't that dangerous – just extremely irritating) and then the creatures built to guard the place, which you should be extremely wary of! Your task is to overcome the dangers that face you and eliminate all the organisms you encounter, turning Knutz Folly into Sweevo's World.



What more can we say about it? It's weird (but also very, very good).





A clear(ish) Shockway - better try and get some ammo while it lasts.



Uh-oh! It's a face-off with Jimmy Saville! (How's about that then?)

The Controls

Either use a joystick or define your own keys.

• Without Fire button pressed...
Left/Right Rider moves along the lane
Up/Down Rider jumps to next lane

• With Fire button depressed...
Left/Right Strike to the back or front
Up/Down Throw missile across lanes

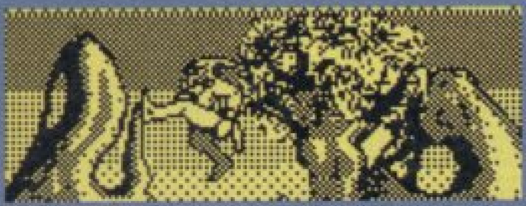
collected from various parts of the Shockway). Others are going to take some clever dodging – keep an eye open for the occasional district packed with hurdles, for instance! Points are awarded for fighting street gangs or muggers, as well as eliminating innocent passers by! Travelling on the faster lanes will also guarantee you extra points, and completing a district within the time limit gives a bonus.

And there you have it – a fun (but very reprehensible) little game. (Oh yes, and it was a *YS* Megagame too! Good ol' Snouty reviewed it, saying that "It's unusual to find both originality and slick execution in a single game, but *Shockway Rider* has 'em... Another fine game from the FTL studio, and more than likely a future classic!" Well said, that man!

SHADOW OF THE BEAST

Gremlin

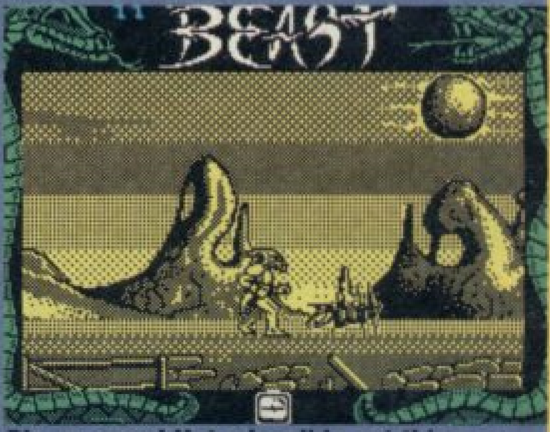
When this rather mind-blowing little beat-'em-up was first released on the Amiga and ST last year it caused a bit of a sensation. In fact, it caused a lot of a sensation – the critics raved, as they say. And now it's on the Speccy (amazing but true)! You can read the review a bit later in the issue, but first we thought you'd like to take a little look for yourselves. You can't play this demo unfortunately, but have a good long gander at it – it's well worth a peek!



Take that, outrageously shaped rock thing! Our hero gets a bit of practice in on his kicking action.



Eeek! It's a horrible bat-like bird thing! (Who invited you, eh?)



Oh, go away! Not a horrible ant thing as well (straight out of *Them!*).

KRAKOUT

Gremlin

You've all played the *Arkanoid* games, and old (but stonking) *YS* Smash Tapes like *Ballbreaker II* or the brilliant *Batty*. Well, now along comes *Krakout*, a very similar sort of proposition – except that it's the best of them all! (Perhaps.)

You all know the drill by now of course. You're the little bat, in this case positioned over there on the right of the screen (or the left if you choose that option) and it's your job to destroy the strange configurations of blocks over on the left by bouncing your ball at them. Get rid of the lot and you get to move onto the next screen.

Simple so far (I'm sure you'll agree) but those devilish programmers have thrown in a few bits 'n' pieces to fool you. For a start, icons keep appearing among the blocks when you hit them – hit the icons again before they disappear and your bat will be affected in some way. It'll either get bigger (so making hitting the ball easier), or it'll get sticky (so you get more chance to aim your shot before releasing the ball for your next strike). There are oodles of screens, as well as a handy options menu which allows you to change the side of the screen the bat is on, the speed with which everything moves (try playing it at setting six for a ludicrous experience!) and so on at will.

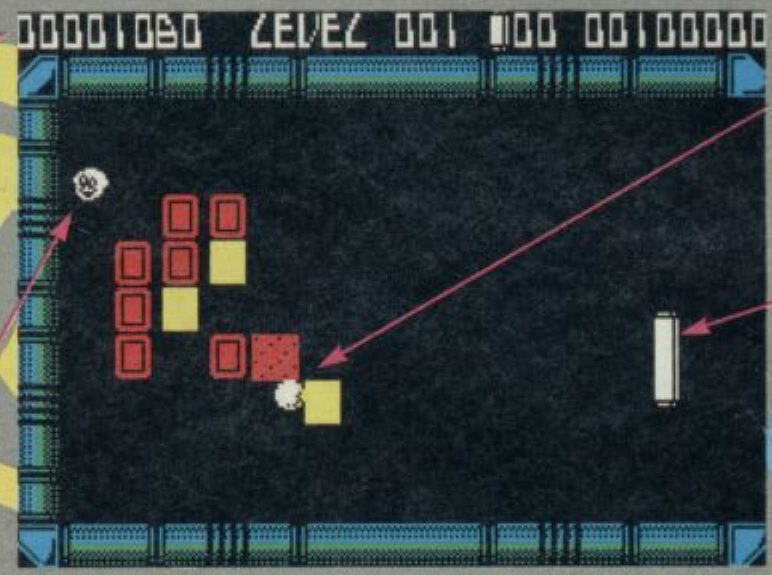


Some of the icons you'll encounter effect your bat in these ways...

E Extra long bat
G Sticky bat
XZ Shrinks your bat again

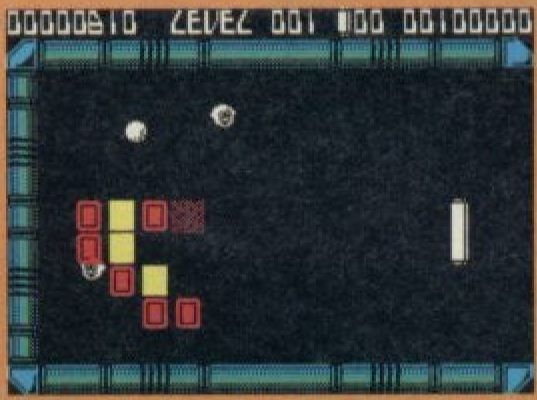
As you might expect, scores, levels and so on – haven't done very well so far, have we?

A horrible smiley face – one of many non-block-like things (like wasps and flies) which flap around and get in the way.

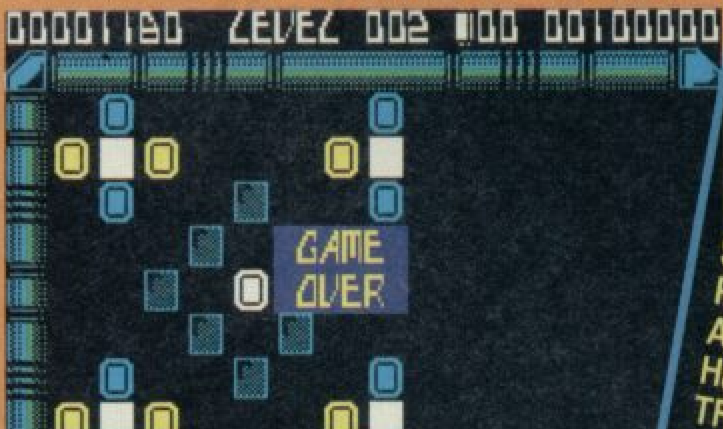


Your ball and various blocks – you've only got a few left to destroy on this screen (hurrah!).

This is your bat – you've obviously collected an extra-size icon somewhere along the line (hence its outrageous length).



Oh dear, we're still on Level One. It must be because either a) Level One is really, really hard, or b) we're crap. Yep, it's b).



Oh grobbits! Only the second screen and we've cocked it all up already (how embarassing).

It's all excellent fun, and I haven't even mentioned things like the various smiley faces, wasps, flying saucers and so on that buzz across the screen to confuse you! You'll be playing it for weeks!

TAPE TRUBBS

Oh no! Your sizzling Four Pack (or at least one groovy quarter of it) refuses to load! If you've tried all your best coaxing methods to no avail, don't despair – the YS Tape Returns department is here to help you. Just wrap the offending item up nice and warm in an envelope or Jiffy bag, bung in an sae and post it off to Your Sinclair Four Pack No 3, Tape Returns (December Issue), Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD. Within a couple of weeks (well, 28 days anyway), a replacement will be plopping through your letterbox. Hurrah!


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"I haven't seen a decent shoot-em-up for ages (in fact Silkworm was probably the last). Now this looks set to end with a product from the very same Silkworm programmers that could challenge the mighty R-Type itself!"
THE SALES CURVE
50 LOMBARD ROAD
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There's been a death in the family, Spec-chums. Only three years after it bounced onto the Speccy scene Alan Sugar has booted it off. This month Pssst remembers the Spectrum +3...

Pssst



I AIN'T AFRAID OF NO CROCS!



It's the most happening chest covering of the year, the recent star of London's Computer Entertainment Show and quite simply *the* fashion item for the autumn season. What is it? The brand-new, never-before-seen *Your Sinclair* T-shirt, of course! Lovingly inscribed with the subtle message 'IT'S CRAP! (in a funky skillo sort of a way)', it's the garment the stars are clamouring to be seen in. And it could be yours! Find out how on page 64! (You'll be so glad you did!)

ROCK-'N'-ROLL CHICK JOINS YS



YS has a new face – Linda Barker, who joined us half way through the production of this issue as a Staff Writer/Graduate Trainee sort of thing. Linda's a bit of a rock-'n'-roll chick, well into obscure 'indie' bands, leather jackets and "reading Tender Is The Night in the back garden wearing only my underwear". Blimey! Welcome aboard, Linda.





DEATH OF

Yes, we're afraid it's true! Amstrad has stopped manufacturing the +3 Speccy, meaning there'll be no more disk drive-based Speccies available in the shops this Christmas (or after it, come to that). The +2 will continue in production of course (in fact Amstrad are apparently going to be advertising it on TV this Christmas) but it's a sad day all the same.

So what's the thinking behind it all? Well, we suspect that Amstrad wanted rid of the +3 because they didn't want potential purchasers to wander into a shop and be faced with a choice between the old-fashioned (but much cheaper) +3 and their brand-new (and much more expensive) Amstrad CPC 6128 Plus. They'd much rather you spend your spondoolicks on the more expensive machine – hence (sniff) the disk-based Speccy had to go.

A BRIEF HISTORY OF THE +3

1985 Alan Sugar, boss of Amstrad, bought the rights to Sinclair (Britain's top home computer company) from owner Sir Clive Sinclair, including the company's major asset – the Sinclair Spectrum.

1986 Amstrad started to redefine the position of the Spectrum in the market. The start was the +2 Speccy, which was basically the 128K model with a new case, some extra ports, a proper keyboard (hurrah!) and a tape deck stuck on the end. While this saved mucking about connecting a tape player to your Speccy it had its disadvantages too – chiefly that the cassette deck was a bit crap, lacking a volume adjustment or a tape counter.

87-1990
CTRUM RIP



THE +3

Still, it was (and is) a very cheap (around £130ish) games machine with a vast back catalogue of old games and, as such, was a roaring success.

1987 Amstrad was at the time using loads of unusual three-inch floppy disks and associated disk drives that they picked up for a song in the Far East. They were using them on the PCW, the CPC and soon the Spectrum, tacking one on the end of the 128K machine in a similar manner to the tape deck on the +2 and aiming the resulting machine at the more serious users – either the richer and more dedicated gamesplayers who were tired of cassette loading or people who wanted to run more serious business, comms or educational programs. The machine has always retailed at just under £200 and has been a reasonable success – the +3 User Group reckon about 15% of Speccy users own a +3. However, with blank three-inch disks going for about £2, and games around the £15 mark, it's too expensive for most game players.

1990 The launch of the new CPC range was the final nail in the coffin of the +3, though to be honest sales had been falling off steadily since last year. The +2 looks safe for some time though – sales are still massive, it's not so obviously a threat to the CPC, and Amstrad's policy has always been that if something's doing well, stick with it (but if it's failing, forget about it as quickly as possible). The long-term future of the Speccy would seem to rest on just how many +2s they manage to shift this Christmas.

Tzers

• Last month we reported the death of Activision in this country – well, not exactly the death as such (the company will still have an office here developing console product) but certainly the end of it as a major force in the European computer games industry. But what we forgot to mention was the up-'n'-coming release of (wait for it) ***R-Type II***, the massive arcade hit (and excellent Speccy conversion)! In fact, it's due for probable release around the middle of next year. That means there's still ***Dragon Breed***, ***Atomic Robokid***, ***Beast Busters*** (the *Op-Wolf* lookalike coin-op conversion, also for next year) and *R-Type II* which we've yet to see. (Hurrah!)



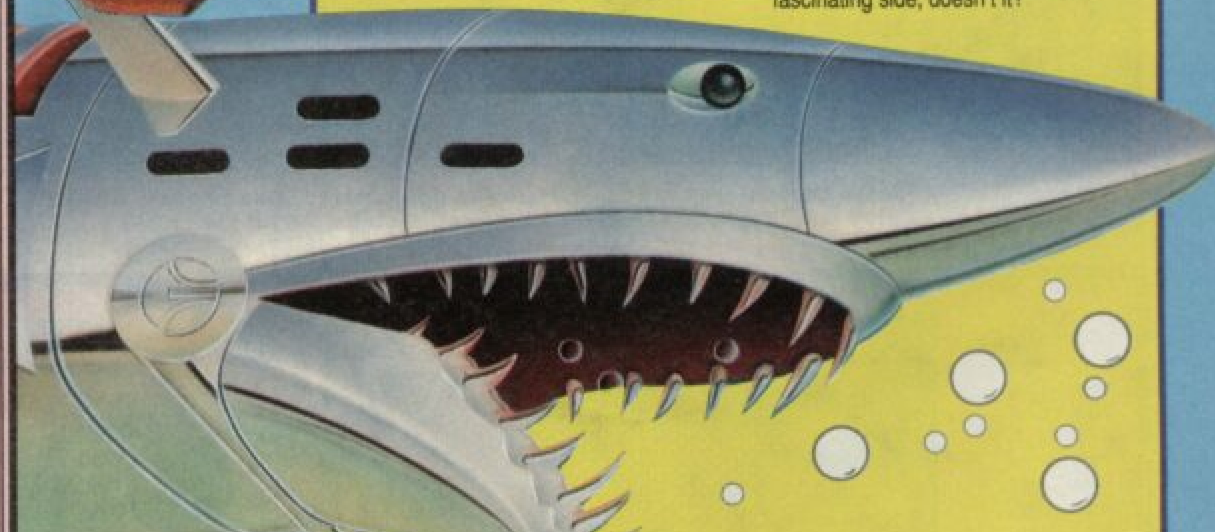
***R-Type* – improving it may be tougher than the game itself!**

• Domark have just announced their line-up for next year, and (as you might expect) Tengen coin-op conversions provide the backbone for it. First up is ***Skull & Crossbones***, a two-player hack-'n'-slash beat-'em-up with a pirate theme (believe it or not). We're surprised there aren't more pirate games around, and look forward to the photo opportunity this'll afford the Dom-doms.

Next up is ***Hydra***, a post-apocalyptic speedboat chase based around the exploits of a futuristic courier company. Baddies include jets, hovercraft, choppers, zeppelins and jet-skis. Then there's ***Thunderjaws***, an underwater shoot-'em-up featuring giant cybernetic sharks and an underwater laboratory where an evil mastermind is transforming beautiful maidens into lizard monsters (!).



What else? Well there's ***R.B.I.2***, a baseball game (goodness knows what the initials are meant to stand for) and then there are all the original products like, um, er, well, we can only come up with one – the ***3D Construction Kit***. Based around the Freescape 2 system (as seen in Incentive's *Castle Master*) it allows you to create a realistic 3D environment and then walk around it as if you were really there. You can create computer games with it or perhaps design things in such a way that you can see what they'll look like from all angles. This'll be available next April, and certainly sounds rather on the fascinating side, doesn't it?



• A few quickies... Empire should have ***Team Yankee – The Action Game*** (a tank game based on the best-selling WWIII books) on Speccy format around April next year, while the first titles from affiliate label Disney Software will be ***Duck Tales*** (starring Donald Duck) before Christmas and ***Arachnophobia*** (a spiders game based on a new movie) in February. There's also a whole bundle of educational stuff starring the Disney cartoon characters yet to come out this year – ***Donald's Alphabet Chase***, ***Goofy's Railway Express***, ***Mickey's Runaway Zoo*** and ***Mickey's Crossword Puzzle Maker***. Gremlin's ***Celica GT4 Rally*** game will be before that though (something to look forward to before Christmas in fact), while ***Narco Police*** (a *Miami Vice*-thing) and ***Mega Phoenix*** (a shoot-'em-up) should be released by Dinamic sometime next year. And finally, a handful of compilations from US Gold – ***Platinum***, featuring Capcom favourites *Black Tiger*, *Strider*, *Forgotten Worlds* and *Ghouls 'n' Ghosts*, ***Sporting Gold*** starring *California Games*, *The Games – Winter Edition* and *The Games – Summer Edition*, ***Sega Master Mix*** (with *Super Wonderboy*, *Dynamite Dux*, *Crackdown*, *Turbo OutRun* and *Enduro Racer*) and the ***System 3 Compilation*** (*Tusker*, *Vendetta*, *IK+* and *Myth*).

SHADOW OF THE BEAST



Gremlin/£12.99 cass/£15.99 disk

Davey How would you feel if one day you were human and the next day some Beast Master chap had swept down and turned you into a griffin!? (Frankly, I don't think I'd mind too much. I mean, you'd be able to fly, you'd be so hard you'd be able to walk the streets at night, you wouldn't have to pay the Poll Tax – you'd even have several hearts, so you wouldn't have to worry about heart disease.)

But how would you *then* feel if your new masters chose to employ you for all sorts of evil doings and, to cap it all, go and sacrifice all your former race (including your dad) right under your very beak!? (He's not a beast, is he, he's a barst. *Shadow Of The Barst* they should've called it.)

Anyway, this is more or less what's happened to our hero in the novella introducing *Shadow Of The Beast*. When the poor bounder recognises what he's become, and recalls his humble *homo sapiens* origin, he's spurred to rebel against the Beast Master and all his evil minions. And this is where you come in...

You take the role of the selfsame hero with the funny-shaped head in his quest to defeat evil. The game starts with a scene-setting static graphic and text screen (more of these pop up infrequently when you move between locations). Click through this and you'll go into a multi-scrolling viewed-from-the-side arcade adventure.

At first, as you scroll about on the surface bashing beasties with a single blow, the game starts to feel a little repetitive (when you've seen 20 giant ants you've seen 'em all), but as you start exploring further in a subterranean sort of a way the challenge of the game increases. Basically, you can't progress until you find and pick up items and solve various puzzles. Then the game suddenly comes into its own, with you romping around punching mythical beasties, finding extra weapons and frying big 'orrible nasties!

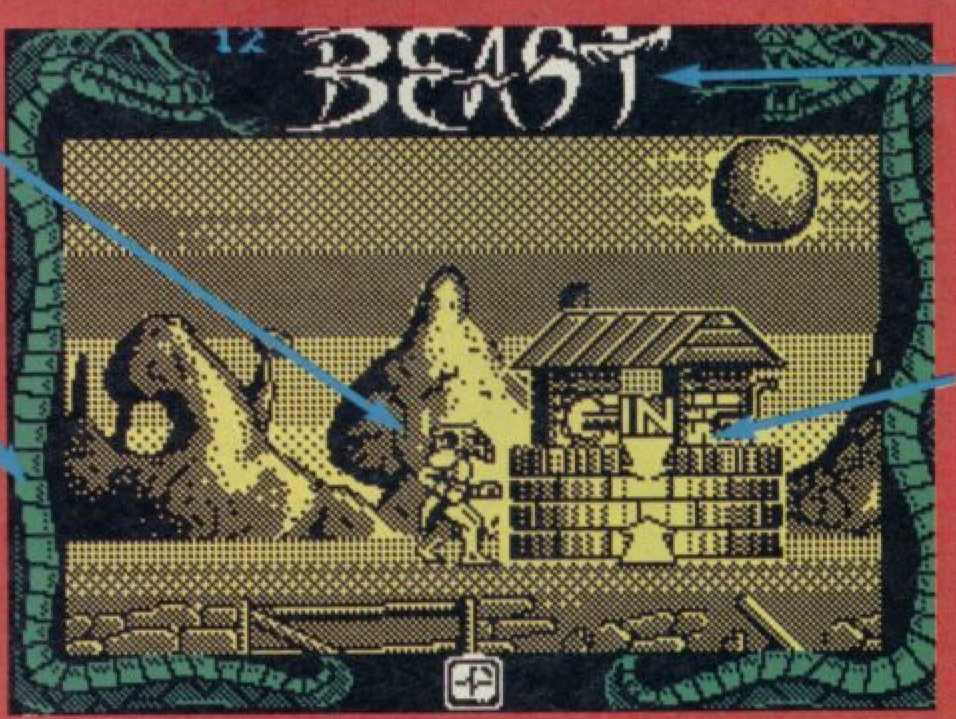
Shadow Of The Beast has come to the Speccy just as its sequel is appearing on the snoot Amigas and STs. Of course, the original 16-bit was a bit of a 'landmark game', which was mainly down to the state-of-the-art graphics – all the very latest parallax scrolling, stuff like that. But mention the gameplay and it was a rather different tin of jellied eels. Which means that, er, if the 'bestest' thing was the graphics, and these are lost on the Speccy, then this doesn't bode too well, does it?

No, it doesn't – if it wasn't for the fact that gameplay on the Spec has been vastly improved, that is. The task of bringing it to us has been entrusted to Gremlin and a mighty fine and dandy job they've done of it too – where the Amiga gameplay was two-dimensional and stopped every other screen for a long, accessing break, the Speccy scrolls along smoothly, providing action all the way. I really think there's something in the argument that because Speccy graphics aren't the world's greatest it makes programmers make up for it by squeezing the maximum amount of playability out of their games. Looks like we've come out tops again, Spec-chums!

SOTB is the sort of game that guarantees oodles of lastability as everyone plays it to get just that little bit further (expect mappers and tippers to be in their element). It falls down for me slightly because much of the graphics and fighting seem very dated – the aforementioned giant ants, for example, smack of



Don't bother going down the well (which is what you're doing here, Spec-chums) unless you've managed to pick up a key. (Don't worry, it's a first mistake we all make.)



That's you, the bloke with the funny-shaped head (or perhaps it's a hat) – don't ask us how it got like that).

This snake thingie round the edges doesn't do anything – it's just there to look pretty. (And very nice it is too.)

Just in case you forgot what game it is you're playing, they remind you up here. (Handy, huh?)

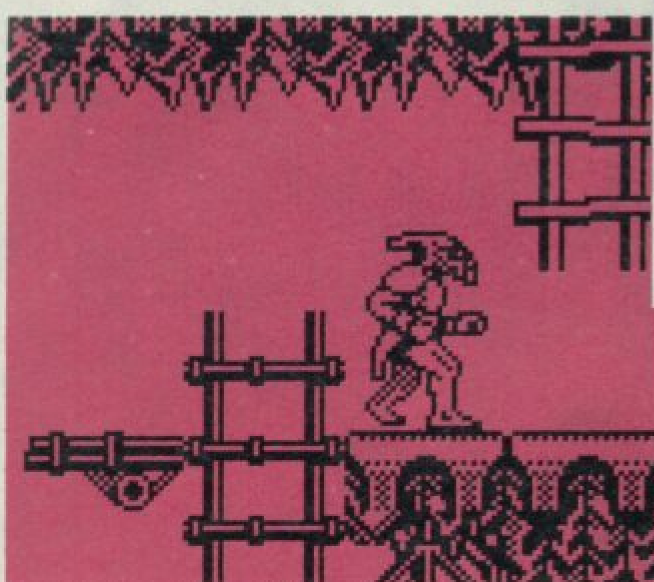
Now what did we say? No going down the well unless you've got a key. Have you got one? No? Well stay where you are then.



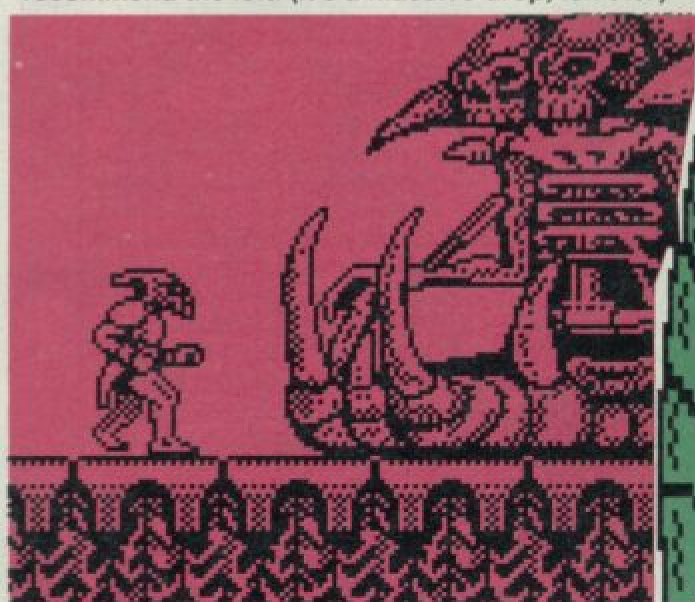
1985's vintage *Ant Attack*. Still, those grumbles take second place to mazes, object-finding and puzzle-solving, all of which are challenging and addictive.

So – not a brilliant game, but a darn good conversion that manages to improve upon the original in terms of playability.





Up or down, left or right – which way to go? Well, it's up to you to find out, though we don't recommend the left. (It's a massive drop, isn't it?)



Eek! It's an absolutely massive and humongous monster thingie! Go away! Go on, shoo!

finalverdict

80 60 40 20

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
90°	86°	90°

DIAGNOSIS

Nicely pitched sword-and-sorcery game, mixing beat-'em-up, puzzle solving and arcade adventure.

INSTANT APPEAL 84°

88°



JOYSTICK JUGGLERS

We've got a new face in the Jugglers this month, Linda Barker who's only just joined *YS*. We asked some of our regulars if they had any advice they thought fit to share with her...



Matt Bielby Matt had one very simple tip – get to be Editor of the mag. "Then you get the pick of the games," he confided. "Just look at this month – I took *Robocop 2* for myself (it's brill!) and a couple of rather nifty little puzzle games, which I quite like. I've done lots of the biggies lately, like *Nightbreed*, *Midnight Resistance*, *Turrican* and *Sim City*. The other good thing is you can give a Megagame to anything you like and nobody can argue with you – oh yes, and you can even be dead lazy and not review anything at all! There's just one problem..." What's that, Linda wanted to know. "I'm Ed and you're not! Ha!"



Rich Pelley Rich had some rather different advice. "Find yourself a niche,' he explained. "Once you become an expert on something you get to be indispensable! Look at me for instance – I've got my very own Crap Games section, plus I usually do the budget games (which are often pretty bad) and a fair number of the more rubbishy full pricers too. Yep, if Matt thinks a game is seriously, seriously useless, he always gives it to me. (Can't think why.)"



Kati Hamza Kati was pleased to see Linda. Very pleased. Rather excessively pleased, it seemed to us. Why's that, we wanted to know. "It's obvious, isn't it?" Kati was quick to point out. "Now you won't be able to make any more of those pathetic 'New Girl' jokes about me, will you? Linda's the new girl now, not me."

Oh... yes. But have you got any hints for her?

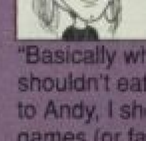
"Actually, I have. Rich is right about finding a niche – I often get sports sims to do, or the occasional arcade adventure (usually the French ones). I don't know why – maybe Matt thinks my name sounds faintly foreign or something."



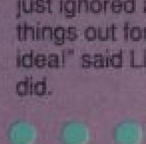
David Wilson David, true to form, couched his piece of advice in verse (not, he insisted, a poem – poems are for poofs, he told us – but actually the lyrics for a song). It went something like this...

There was a young lady who wanted news,
Or advice on doing Speccy reviews.
When she asked me what I thought,
I said "Don't let good marks be bought
By offers of drinks, cakes or halfpenny chews.

(What on earth are you on about, David?)



Andy Ide Andy's basically the last person we'd send anyone who was looking for advice to see, so we gently steered Linda away from his corner of the office (so he couldn't give her any).



Linda Barker Linda was, understandably, a little bit confused about all this. "I'm confused," she said. "Basically what you're saying is I shouldn't eat sweets, I shouldn't talk to Andy, I should try and review crap games (or failing that, French ones) and I should try to get rid of Matt so I can be Ed – is that right?" Um, well, not quite. Maybe it'd be best if you just ignored all that lot and worked things out for yourself? "What a good idea!" said Linda. So that's what she did.

SCORES

90° – 100° Getting up to fever temperature! Miss a game that's this red-hot and you'll get the blues – we guarantee it! Any game that rates an overall score of 90° or above gets the esteemed *YS* Megagame rating! It's a happening piece of software!

80° – 89° PDG! (ie Pretty Damn Good!) A game well worth digging deep into the old dosh bucket for!

70° – 79° A very enjoyable game, but might not be of lasting appeal to everybody.
60° – 69° A few niggles. Lacking in certain areas. Think before you buy!
50° – 59° Pretty average. Very average in fact. Actually, it's a bit crap.
40° – 49° Um, below average (believe it or not).
30° – 39° So sick it's due to be hospitalized.
20° – 29° Very poorly indeed.
10° – 19° Critical – not expected to last the night.
0° – 9° Clinically dead.

ROBO

Ocean/£10.99 cass (128K only)/£15.99 disk



Matt So, this is it. The biggie. I suppose the question on everybody's lips at the moment is "Is it as good as the original?" and the answer is... no, it's not. In fact, I'm afraid to say... it's better! Ha ha! Fooled you for a moment there, eh? (Nope? Oh well.)

There's more to it for a start (each level is bigger, and you can move around it as you like, rather than being forced along in one direction), there's more variety (lots of platforms and ladders and other 'interesting' gameplay elements), there're more between-level puzzley bits (and they're rather better too) – even the static shooting gallery screens are improved. Oh yes, and it's all animated and put together in a super-snazzy and rather fault-free sort of way too.

YOUR SINCLAIR MEGAGAME



Here's the front section of the River Rouge level – note oodles of conveyor belts and the door into the back bit.

ROBO 2 – THE MOVIE

Oh dear. Oh deary deary dear. And just when we were writing such nice things about Ocean's conversion too.

In the opinions of the assembled *YS* reviewing team (ie me and Andy) *Robocop II* is, unfortunately, not a patch on the first film. That's not to say it's absolutely terrible – it's still quite fun to watch – but the jokes aren't as funny, the satire's not as sharp, the action sequences aren't as exciting, the effects aren't as special, the baddies aren't as bad and Robocop seems to lumber around thinking he's Dirty Harry half the time. Even his suit isn't as nice (it's a horrible shiny blue colour as if it's just been polished up in a showroom) and he seems to have abandoned his bizarre taste for red lippy too.

Nope, as with the vast bulk of this year's big action films (*Die Hard II*, *Another 48 Hrs*, even *Total Recall*) *Robocop II* has its moments but is basically a bit of a disappointment. Oh, as I said before, dear.

So how does the game actually work?

Well, the first thing you'll notice is how well presented it is, with a selection of what look like digitised stills from the film cropping up along the way, and assorted other neat touches showing their faces too. The second thing you'll notice is how well thought-out the actual gameplay is, but we'll get to that in a moment.

Unlike most big licences, the Spectrum version of *Robocop* is actually a very different game from the Amstrad, the C64 or the 16-bit versions (which are, in turn, all different from each other), let alone the various console versions Ocean are working on. Apparently this is deliberate – some (like the console ones) are more straightforward shoot-'em-ups than the Speccy game (the thinking being that the average Nintendo owner is actually a good deal younger than the average Spec-chum). Speccy folk, they seem to think, are in their early to mid teens, meaning they'll enjoy a bit of mapping and some puzzle elements amongst the action – so that's what you've been given.

The First Lump

The bulk of *Robocop 2* is, of course, your scrolling shoot-'em-up stuff. The first big chunk of it, set in a empty warehouse, is a massive eight-way scroller. As before, Robo's walk and movements quite neatly capture the clunky look of the big-screen character, and he can still fire directly upwards or at angles too. Icons drop randomly from the top of the screen as he goes – baby food gives extra energy, a shield gives temporary invulnerability, 'T' gives a three-way firing gun, and 'S' the better scatter gun. For each of these you don't need to nip across the screen and jump on the icons – shooting them will suffice. Be careful though – there are also negative icons about that drain energy and perform other nasty things, as well as a rogue '?' which can do anything, sometimes good, sometimes bad.

In this level, as in the other scrolling sections, the main difference you'll notice from the first game is the freedom of movement you enjoy – you can take any route you want around the map, and since the playing area is two screens high it also involves you in a lot of platform game-style jumping about (made especially tricky by the fact that half the platforms are actually moving conveyor belt jobbies!). On top of that, the whole thing is actually twice the size it initially looks as well, since at various points you can walk through doors in the background wall through into a second plane of action, exactly the same size as the first (but presented in a different colour, so you know where you are).



A-ha! Here's the *Robocop* we know and love – rocket launchers, platforms and lots (and lots) of shooting. (By the way, this is the back bit of Level One.)

Scratchin'-Your-Head Time

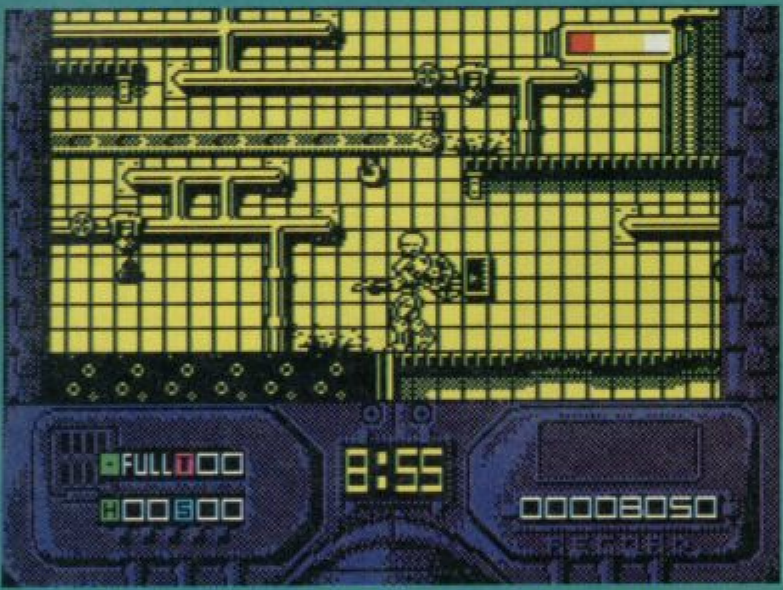
Right, once you've completed that it's into the puzzle bits. These occur twice in the game (between the main levels) and are (sort of) based on the early sequences from the film where Robocop is trying to regain memories of the man he once was. Taking the form of a cursor on a circuit board, you have to zoom around collecting the loose yellow chips – a task made tricky by the fact that you can only travel on the green bits, which are disappearing underneath you fast! Complete a handful of these boards and your scores are added up – do well and you'll earn some extra 'continues' for later in the game.

Straight after this comes the shooting range – a single-screen affair, but with more targets than its opposite number in the first game. With some rather pretty spot colour, and a neat representation of Robo's targeting device, it's fun – and useful too. How well you do here directly affects how powerful your bullets are later in the game.



Neato *Robo*-style gun-sights in this shooting gallery bit (just try not to hit the innocent bystanders!).

COP 2



Watch for the dripping alchohol in this brewery bit – it'll reverse your controls and land you in oodles of trouble!

The Second Level

Right, moving along, and the second level's pretty much the same as the first, though with a different-shaped map and set in a brewery. There are some complicated bits (like the fact you have to swing over the vats of beer on a sort of overhead hook thing) and some very annoying little touches thrown in, the worst of which are the drips of alchohol which reverse your controls (so when you tell Robo to go left he goes right, for instance). This only last a few seconds, but can prove fatal – either learn to live with it, avoid the drips, or just make sure you get hit by an even number, so you'll come out the end of it with your controls as they should be.

And The Third...

Level Three is much more of a straight shoot-'em-up than the others. It's set in the OCP building. You have to work your way along eight floors up to the roof, but there's only really one route to take – along to the end of one corridor, into a lift, and then back along the next one. Ceiling-mounted rocket launchers, mini-ED 209s and an assortment of thugs get in your way, and occasionally simple logic puzzles (ie. complete the sequence: 56, 28, ?, 7 – the answer being 14) crop up when you want to access the lift to each new floor. Only at the top do you get to enter the back section of the screen, where you must fight to the death with the evil Robo 2, both of you crashing through each floor as you fight away, eventually hitting the street below.

And that, basically, is that...

So how does it all add up? Well, this is one of the few games Ocean have done in-house this year (whereas last Christmas most of them were), and it's by the same team who did *Operations Wolf* and *Thunderbolt*, so, as you might expect, it's pretty technically faultless. This is about as good as Speccy programming gets, with some very smooth scrolling, nice animation and so on.

Gameplay-wise I'd say it's one of the best film conversions Ocean have ever done too. I liked *The Untouchables* rather massively last year, but with hindsight the gameplay was perhaps a bit too bitty, each level (though all shoot-'em-ups) quite short and very different from the last. Here the levels are massive and retain the same gameplay elements, while managing to be quite distinctive at the same time. Perhaps a bit more variety between them in the backgrounds would have been nice, but then that's limited by the look of the film, which seems to be 90% set in warehouses anyway. Certainly the clever platform sections make it a much more interesting game than the first *Robocop* – in fact, they're probably even better than the platform bits in *Batman The Movie*, which I thought had more or less set the standard for this sort of stuff.

Faults? Well, although I really like this practice of putting in smaller sub-games between levels I think it's perhaps more of a specialist taste whether you want to do little number puzzles right in the middle of a shoot-'em-up sequence (like the ones on the third level). The game isn't too tied to the movie plot either, but then that's no great fault – I'd much (much) rather have a playable game than a faithful (but useless) movie souvenir anyday.

This is about as good a film conversion as I've seen – indeed, it's about as good a shoot-'em-up *per se* as I've seen – and all the better for including some mapping and puzzle-solving bits rather just the straight shooting you get with, say, a console. There's no real point me recommending it (you'll all pick it up anyway) but, erm, I can't think how to end the review if I don't. So, erm, I recommend it. You won't be shortchanged. It's ace. (And I can't say clearer than that.)

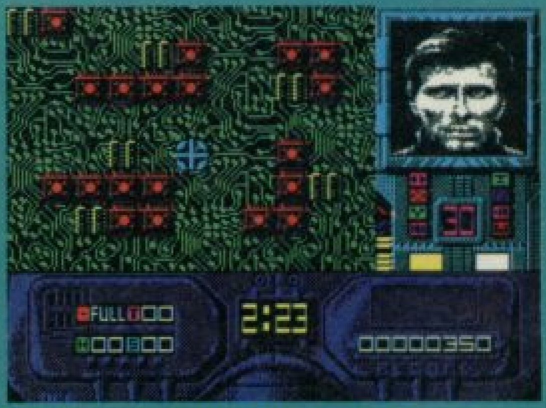


One of the neat digitised scenes that come between the levels – this is an early one, but there are more later on.

ROBOCOP – THE ORIGINAL GAME

We've done mini-reviews of this so many times recently that I'm loath to write anything else about it ever, ever again, especially since most of you out there will already own a copy anyway. Still, I can't really review *Robocop 2* without at least a brief mention of its mega-succesful predecessor, so here it is.

Robocop (1) only got eight out of ten when Marcus originally reviewed it (a 'playable, efficient but uninspired shooty thing' he called it) – a respectable mark to be sure, but hardly what you'd expect the biggest-selling etc etc to have earned, is it? The game was actually very similar in lots of ways to the new one, just smaller all round. There was collectable baby food to give you energy, more powerful bullets to pick up, and, between the scrolling levels, puzzle and shooting gallery sub-games to add variety – all stuff that reappears in the newie. Unfortunately, the bulk of the action was a rather samey *Rolling Thunder*-style warehouse shoot-'em-up, the sort of thing we'd seen a hundred times before back then, and doubly so now, with every other Ocean film conversion using exactly the same format. *Robo 2* hardly veers away from the path, of course, but it struts its stuff in a rather more interesting fashion. (Isn't it nice when the new version of something is actually better than the old?)



One of the puzzle bits – move your cursor over the disappearing green, collecting the yellows before time's up.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
90°	92°	91°

DIAGNOSIS

Well programmed and thought-out, great-looking and infinitely playable. Absolutely brill. Go buy!

INSTANT APPEAL 95°

93°

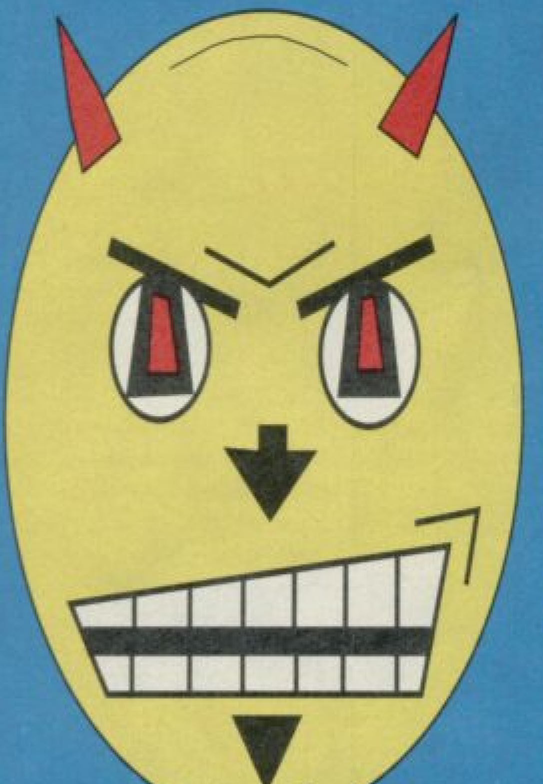
PLOTTING

Ocean/£10.99 cass/£15.99 disk



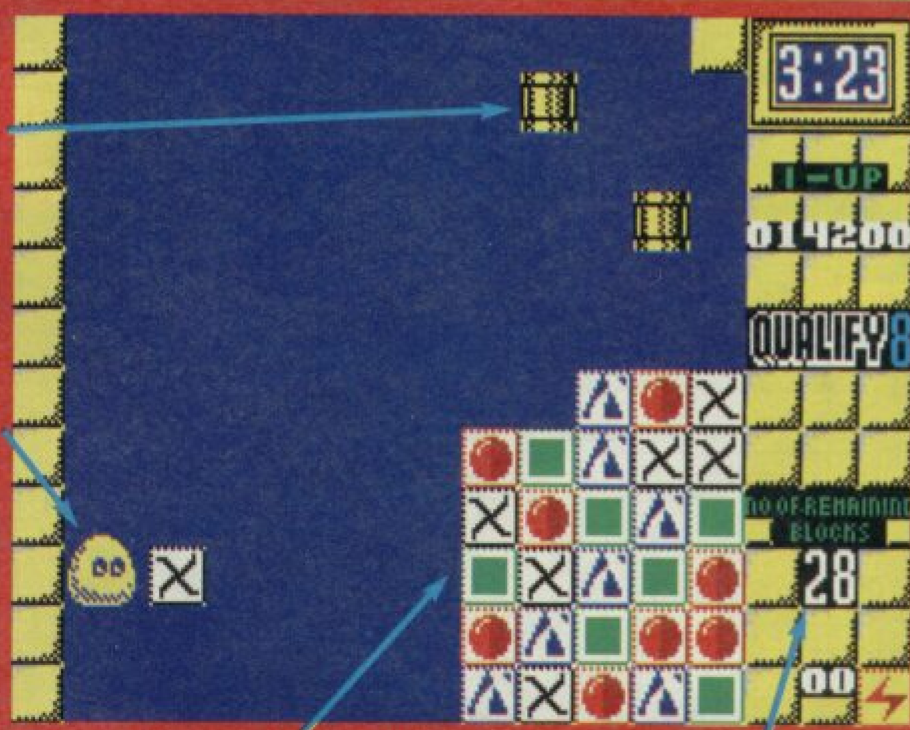
Matt Bags of colour, crispy clear sprites, and gameplay identical to the 16-bits (or, indeed, the arcade original) – how often can you say that about a conversion, eh, Spec-chums? *Plotting* is just the sort of game that transfers perfectly to the Speccy (there's no need for scrolling, and just a bunch of bricks to animate), but why look a gift horse in the mouth? This is *exactly* the same game as the original.

Luckily then, the coin-op was a rather appealing little puzzler. You play the cutsie 'potato man' (or whatever) in the bottom left-hand corner, and it's your job to get rid of all the coloured bricks stacked across on the right-hand side. You do this by throwing the brick you have in your hands



(well, it'd be in your hands if you had any) at a like-minded brick – if you've got a red circle-coloured brick you throw it at a red circle, if you've got a Taito sign-splattered brick (the blue triangle-thing) you throw it at a Taito sign. (I'm sure you get the picture.) Things aren't limited to your throwing the thing straight across the screen though – you can bounce it off the knobbly ceiling onto the top row of the stack too.

When the two bricks hit they both disappear (of course), and you receive the one placed immediately behind them, which you've then got to get rid of in the same way. And so it goes on, extra points being awarded if you manage to do anything clever like clear a whole bunch of blocks at once.



It all sounds easy enough so far, doesn't it, so what's the trick? Well, lots of concentration is required for one thing (always a bit of a problem, I find). You have to think out each move before you make it, you see – it's no use landing yourself with a block you're not going to be able to get rid of next go (because there's no suitable exposed partner), is it? Scupper yourself like that once and you're given a 'wild card' block which you can use to take out anything you like, but do it enough times and it's game over, matey.

And that's it, just about. Obviously things get a bit more complicated later on (pipe-things appear in the air between the ceiling and the blocks you want to hit, for instance, limiting the angles from which you can attack from above) but the basic gameplay is all pretty simple and appealing.

So what's the verdict? Well, as you could probably have predicted I'd say right back at the beginning, it really all depends on whether you like puzzle games or not. This is quite a good one – colourful, professionally-presented and smooth-playing, and with a fair smattering of cutsie appeal. However, it's probably not got the lasting appeal of, say, *Plotting* (also reviewed this issue). Each screen is just too similar to the one before – it's not a fault of the Speccy programmers, simply a limitation of the game design, which can get repetitive and samey. My attention tended to wander at times, meaning I didn't pay enough notice to planning my next move – a potentially fatal way to go about things. It's not to say I didn't enjoy the game though – far from it – just that there've been 'simple yet incredibly addictive' puzzle games one too many times already. Somehow they just don't seem quite so original anymore – which is a bit weird for a genre where original-but-simple gameplay is the stock-in-trade, isn't it?



Oh no! What a silly sausage! I had a red to throw, and since the only other red on screen is land-locked I've scuppered myself a bit really. (How stupid.)



Ha-ha! I've got myself a 'wild card' block, meaning I can aim it at anything I want (in this case that green one on the top).

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
83°	90°	81°

DIAGNOSIS

Likeable, well-presented but slightly repetitive puzzle game. Very addictive in the short term.

INSTANT APPEAL 88°

80 60 40 20

84°

1 The NEW *YS* 'It's Crap' T-Shirt!

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4 *Nightbreed*

Fancy a bit of 'nightbreeding'? (Oo-er.) Then this is the game for you. Ocean's spooky blockbuster boasts flashy, colourful graphics, wall-to-wall monsters and an enormous number of screens. Give those baddies one from us!

Description	Price	Order No
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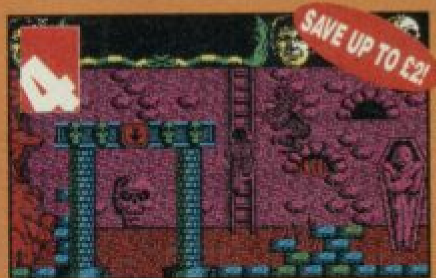


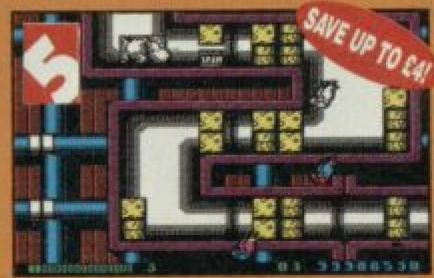
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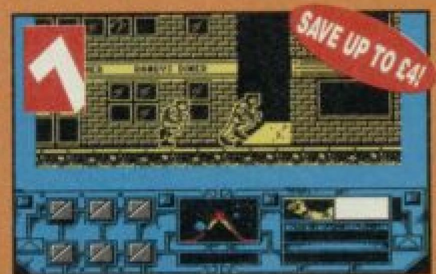
Believe it or not (and you'd better believe it really), Christmas is almost upon us once again. And that means PREZZIES! Hurrah! So how about adding a few hip 'n' happening *YS* goodies to your list, eh? Whether you're buying for the family or putting in a personal request to Santa, they're guaranteed to go down a treat every time. (And that's a promise!)













5 *Monty Python's Flying Circus*

Feeling a bit 'zany'? Brush up on your repertoire of Python gags by grabbing a copy of Virgin Games' fab newie. It's one game you've just *got* to have (especially if weirdness is your 'thang').

Description	Price	Order No
Monty Python's Flying Circus	£7.99 cass	MY123C
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6 *Ironman*

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7 *Total Recall*

Worried about Mars's climate? How about getting your hands on Ocean's latest release? Starring old Tree-Trunk Arms himself in a pretty big way, it'll get your joystick into a lot more trouble than it bargained for. A corker!

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Total Recall	£7.99 cass	MY125C
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8 *Fun School 2*

Can't make the kids shut up? How about plonking them down in front of *Fun School 2*, the stonking educational program from Prisma Software? STATE THE AGE-GROUP OF THE USERS (UNDER FIVE, FIVE–SEVEN, OR OVER SEVEN) SO WE KNOW WHAT YOU'RE AFTER.

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YS SPECCY GALLUP CHARTS

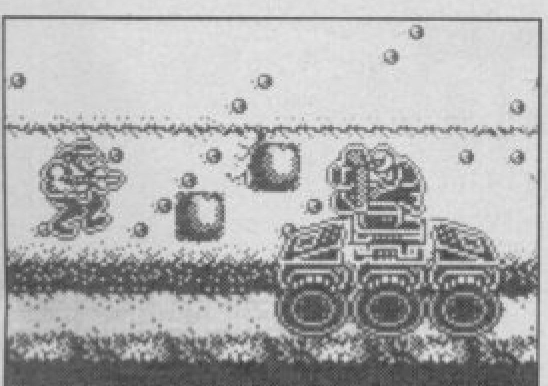
FULL PRICE TOP 20

(Last month's positions in brackets)

1 (1)	*Shadow Warriors* Ocean
2 (NE)	*Back To The Future Part II* Image Works
3 (NE)	*Midnight Resistance* Ocean
4 (2)	*Turrican* Rainbow Arts
5 (NE)	*Sim City* Infogrames
6 (3)	*Chase HQ* Ocean
7 (22)	*Lords Of Chaos* Blade
8 (5)	*Robocop* Ocean
9 (4)	*Manchester United* Krisalis
10 (11)	*Adidas Championship Football* Ocean
11 (10)	*Batman (The Movie)* Ocean
12 (NE)	*Oriental Games* MicroStyle
13 (16)	*Gazza's Super Soccer* Empire
14 (NE)	*The Battle Of The Bulge* CCS
15 (9)	*Football Manager World Cup* Addictive
16 (NE)	*World Cup Soccer '90* Virgin
17 (NE)	*Heroes Compilation* Domark
18 (17)	*Cricket Master* Challenge Software
19 (7)	*Rainbow Islands* Ocean
20 (21)	*Turbo OutRun* US Gold

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BUBBLING UNDER ***Emlyn Hughes International Soccer*** **(Audiogenic),** ***Fighter Bomber*** **(Activision).**



They don't come much chunkier than *Midnight Resistance*. Straight in at Number Three, and its sights are definitely set on the Top Spot.



Rastan **shows off its muscle by crashing into the Number One spot. Arnie, eat ya heart out!**

Just to recap on what we told you last month, these are the brand-new *YS* Charts, taken out of Pssst, lengthened, generally spruced up and (of course) much more comprehensive now that they're specially compiled for us by the Gallup organisation from a continuing survey of sales in retail outlets up and down the country (phew). With at least 50 independent retailers taking part (plus the biggies like WH Smith, Virgin and Menzies) it's about as accurate and up-to-date as we can get it. Now on with the show!

YS TIPS FOR THE TOP

FULL PRICE



Seven Ocean games (!) in the Top 20 this month, which is more or less the proportion we've come to expect these days (amazing though it may be). Expect a strong showing from the ones we haven't seen much of yet – *Sly Spy Secret Agent, Adidas Championship Tie Break, Nightbreed* – plus all the Christmas biggies (*Total Recall, SCI* et al). And of course, there's no forgetting *Robocop II*, which'll still no doubt be near the top of the charts this time next year (after all, the original is still hanging in there even now).

What else? Well, we'd like to see *Time Machine, Ironman, Rick Dangerous II* and *Monty Python* all do well (they're some of the best releases of the last few months) and it's good that *Midnight Resistance* and (especially) *Sim City* are sat so high – they deserve it. (Quite why *Cricket Captain* and *The Battle Of The Bulge* are so popular is a bit of a mystery to us though.) Finally, why's everyone so keen to compilation-ise games like *Robocop, Chase HQ* and *Batman (The Movie)* when they're still doing so well at full price? (We haven't got the foggiest ourselves.)



BUDGIES

Once again the Codies and The Hit Squad dominate, though Hi-Tec is making quite a strong showing with its cartoon-based licences. The *Quattro* packs are a particularly good idea (budget compilations – they had to come) and it's nice to see Freddy Hardest bouncing back into the charts – not his ancient Imagine original, but *Guardian Angel*, a renamed version of the Spanish *Freddy Hardest in Manhattan*.

BUDGIES TOP 30

(Last month's positions in brackets)

1 (8)	*Rastan* Hit Squad
2 (NE)	*Run The Gauntlet* Hit Squad
3 (7)	*Match Day II* Hit Squad
4 (3)	*Quattro Adventure* CodeMasters
5 (NE)	*Quattro Combat* CodeMasters
6 (NE)	*Guardian Angel* CodeMasters
7 (21)	*The Munsters* Alternative
8 (9)	*Hong Kong Phooey* Hi-Tec
9 (23)	*Pro Golf* Atlantis
10 (19)	*Daley Thompson's Olympic Challenge* Hit Squad
11 (NE)	*The Manager* GTI Software
12 (4)	*Paperboy* Encore
13 (6)	*Treasure Island Dizzy* CodeMasters
14 (15)	*Road Blasters* Kixx
15 (5)	*A Question Of Sport* Encore
16 (NE)	*Ace/Ace II* Encore
17 (16)	*Yogi's Great Escape* Hi-Tec
18 (14)	*Wonderboy* Hit Squad
19 (1)	*Fantasy World Dizzy* CodeMasters
20 (NE)	*Outlaw* Players
21 (25)	*Salamander* Hit Squad
22 (2)	*Pro Boxing* CodeMasters
23 (NE)	*The Wombles* Alternative
24 (22)	*Football Champions* Cult
25 (NE)	*Atom Ant* Hi-Tec
26 (24)	*4x4 Off-Road Racing* Kixx
27 (11)	*Indiana Jones And The Temple Of Doom* Kixx
28 (20)	*Big Trouble In Little China* Alternative
29 (12)	*Rock Star Ate My Hamster* CodeMasters
30 (NE)	*Motor Cycle 500* Cult

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BUBBLING UNDER ***World Cup Challenge*** **(Players),** ***Quattro Sports*** **(Codies),** ***Ruff And Reddy*** **(Hi-Tec),** ***Jack The Nipper II*** **(Kixx),** ***Live And Let Die*** **(Encore),** ***Quattro Super Hits*** **(Codies).**



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Rich *UN Squadron* is a two-player sideways-scrolling coin-up conversion multilevel shoot-'em-up crammed full of planes, helicopters and tanks, and based on the exploits of the UN Air Force during a war in the Middle East. Oh, and it's pretty good too. Cripes – that was a bit of a short review, wasn't it? (Can I go home now?) *(Certainly not. Ed)*

Oh. All right. So here I am, playing by myself (which is what you have to do in a two-player game if you haven't got any fly-boy chums). I've chosen which of the three planes I want to pilot, either one of two fighters (an F-14 and, um, another one) or a tankbuster – each with a different nationality of pilot and different cabailities (speed, shields etc). And I'm scrolling along, shooting things. And more things. And blimey – aren't there a lot of baddies?

Level One features helichoppers and tanks (piles of them too). Power-ups can also be collected to make your plane go faster and replenish shields during the game. And look at that huge end-of-level tank, it's massive, and firing things at me, and, oh dear. I'm dead.



Your name, the level, how many points you've earned – all you need to know really.

Okay, here's my plane (an F-14 Tomcat I think, though it may be a Tigershark) – check out those big bullet things I'm firing.

Here're some enemy missiles being fired from this tank thing – you'd be well advised to dodge them if you can!

Massive baddies like this appear at the end of each level. This is one of the first – and one of the meanest too!

And what's that but a handy-dandy little power-up icon (I think). Hurrah!

U.N. SQUADRON

(Incidentally, this isn't one of those pixel-perfect 'shoot absolutely everything or else you'll die' games – it's more one of those mass-attack 'shoot what you can but don't worry if you crash into a few because it'll just drain a little bit of your energy instead' ones.)

At the end of each level you get a load of cash so why not invest in some goodies for your plane in the shop bit (which is nicely presented – pretty graphics, information about the weapons etc). Y'know the sort of things – missile launchers, shields, bullet sprays, stuff like that.

Onto Level Two now, everything's gone blue and there are piles of different planes heading towards me. Right at the end this whopping great Stealth bomber descends from the top of the screen (filling practically the entire playing area) and you have to blow it up. Not easy, I can tell you.

Another visit to the shop, and it's onto Level Three – a flight through a green forest bombing trees, guns and basically everything in sight. I won't bother with a lengthy description of the other seven levels – I'll just leave them as a 'surprise'. *(Which means he hasn't got that far. Ed)*

So that's the game in general, but what's it really like – what does Yours Truly honestly think of it? Hmm. Nice graphics (though a lot of the time the monochrome sprites get incredibly lost in the background detail). Nicely presented too, with some very groovy *Marine Boy*-style intro screens). Easy to get into, fun to play, and really addictive – for a while at least.

The main grumble is that although the levels are varied (graphics-wise), the gameplay remains exactly (exactly) the same throughout – just sellotape down the Fire button and move up and down the screen. It can, er, get a bit boring.

So to sum up – occasionally great graphics, well presented, quite playable but the whole thing is just too damn samey. And there you go. Bye.



Yikes! It's a giant Stealth bomber! The graphics aren't too bad at the moment, but you can see how it can all get a bit confused, can't you?



Nope, you're not a girlie – that's just how the Japanese like to draw boys! (Yikes!)

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
60°	88°	75°	86°

DIAGNOSIS

Nice graphics, and a good blast – but a bit too samey really.

77°

Storm/£9.99cass/£14.99disk



Kati Let's face it, you wouldn't want a dragon for a pet. Just think of the hassle. All that fireball dodging, scale cleaning, mouth-wash buying... And the food bills. How long is it since you could get a couple of tins of fresh princesses' flesh for under a quid?

St Dragon



Right, we're about to come up to the big bovine baddie at the end of Level One, but first a few of these giant tigers (and a swarm of spooky blue thingies) have to be tackled. Eeek!



No, no, you idiot! It's behind you! This giant moo-cow zooms around on rocket-hooves, fires lasers from its neck and looks disarmingly cute – don't be fooled!

It's lucky then that the dragon in question isn't actually a pet. In fact, he's more of a robot (converted from a Jaleco coin-op to be exact) and he's out for revenge. Why? Because an evil race of moustache-twiddling monster machines is invading the universe and everybody who's anybody is very, very (very) scared. So scared, in fact, that they've all disappeared down to the Jolly Sailor and left Saint to wreak revenge on his own.

For a dragon, he's rather spunkily equipped. Secret weapon number one – fiery breath. It's hot, it's poisonous and a couple of whiffs spell death. Secret weapon number two – a snazzy flexible tail. Not only is this handy for lashing the odd alien, it also makes a natty little shield. All he has to do is writhe about a bit and you've got A1 improvised bullet-proof protection for your most sensitive part. (Your head, that is.)

And we're off. Within seconds, you're under attack from all sides. Here come some mutant green droids. Got 'em. Next, a white floating jellyfish belching bullets. Dodged. Look out! There are some camouflaged vegetably aliens firing lasers from the trees. (Indescribably horrible noise of vegetable aliens being squashed.)

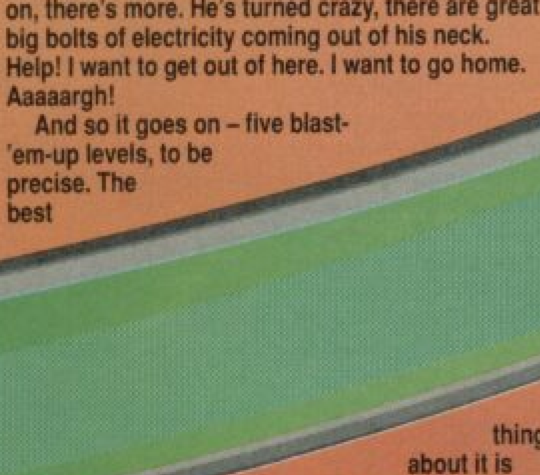
Hold on a second – what's this? Looks like a strange pod-looking object. I'll just get a little closer. Yep. One strange pod-looking object coming up. I'll zap it with a bit of dragon-breath and... amazing! It's turned into an extra-weapons pill. Hmm. Extra plasma bolts. Could have been invulnerability, a power-up or an extra life.

Two or three screens into the action it's all looking blinkin' straightforward. Then it all goes rather horribly wrong. Suddenly, ten or so ugly mug mutants leap on-screen and before you can say "Oh, Clifford" there's a riot of death-defying creatures, falling rocks and deadly bullets all over the place. Dragon-eating tigers spring out of the undergrowth, rocks crumble into monsters and gun emplacements throw out mines. Eek!

Phew. Just made it by the skin of my teeth. Now what? Uh-oh, looks like a huge end-of-level, mutant, metal bull. Right, let's get him. That's shown him! His head's fallen off. Hurrah! No, hold on, there's more. He's turned crazy, there are great big bolts of electricity coming out of his neck. Help! I want to get out of here. I want to go home. Aaaaargh!

And so it goes on – five blast-'em-up levels, to be precise. The best thing about it is that you don't lose all your weapons when you get shot – no annoying 'facing the end-of-level monster with nothing but a pea-shooter to your name' jobbies here. The worst thing is that it's all just a tad uneven – one minute you're swanning around admiring the spiffy scenery (and it's really very pretty, especially the animation of old Saint's tail), the next you're accosted by ten mad robots gnashing their teeth and greedy for your blood (not that you've got much, being a robot as well, that is).

So there you have it. It could have been faster, there could have been a few more levels (five isn't exactly loads) and the difficulty could have been evened out – but who cares when it's fun? I enjoyed it, and if you like your games pretty, tough and a blast-a-minute then you'll enjoy it too.



Trees drop oodles of baddies, narrow gaps have to be squeezed through – this is *not* an easy game.

finalverdict

80 / 60 / 40 / 20

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
75°	74°	82°

DIAGNOSIS

Snazzy shoot-'em-up with some very hard bits and some fairly ordinary ones – but not much in-between.

INSTANT APPEAL 79°

80°



THERE WILL BE MOMENTS WHEN YOU'LL WISH YOU HADN'T TAKEN OFF!

'F-16 Combat Pilot pulls out all the stops'
– game of the month, The Games Machine.

'The mix between action and realism is terrific'
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'F-16 Combat Pilot wins hands down'
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I'm primed for action as my F-16 leaves the runway. This time my mission is to destroy a battalion of tanks. Suddenly, threat warning – interceptors closing fast! I quickly select dogfight mode and arm a Sidewinder. We both fire at the same time – chaff and a high-g turn out manoeuvres his missile. A loud explosion tells me he's not so lucky.

***SPECTRUM:** cassette £14.95, disc £19.95*

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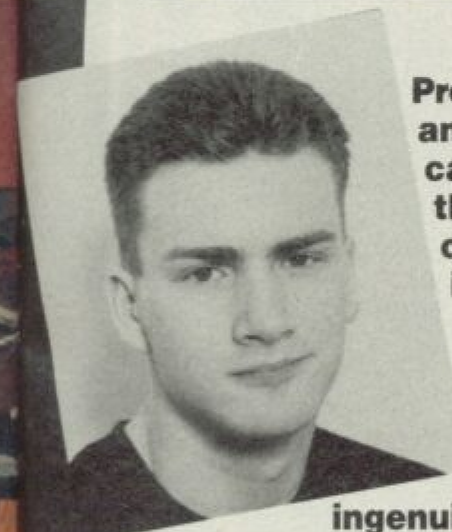
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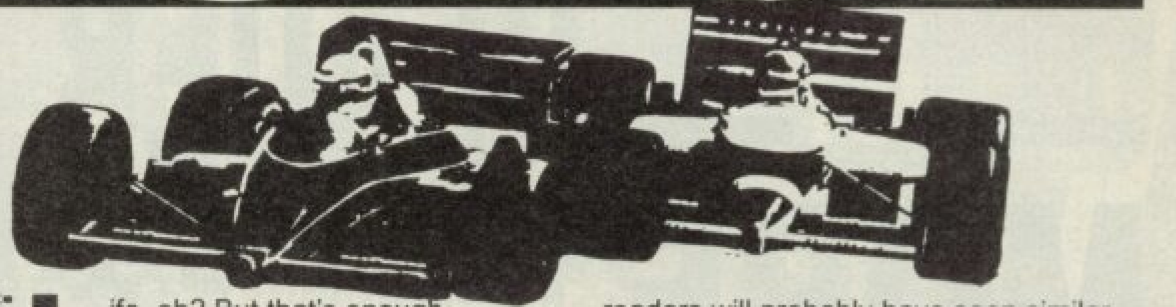


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PROGRAM PITSTOP



Prog Pit – it's an oasis of calm within the frenetic chaos of *YS*, isn't it, Specchums? A place to put your feet up, savour the ingenuity of the programs and even win £50 for writing the best one and sending it in. Which leaves us with JONATHAN DAVIES. (Nice haircut, JD.)



Life, eh? But that's enough philosophy. Actually, I'm in a bit of a 'mood' at the moment. I can see daylight through my bedroom wall where the builders have knocked a series of holes through it, you see, and the wind and rain battering my shivering body are making it extremely hard to type properly. But what do you care? All you're interested in is this month's herd of programs, so it's probably just as well that there are plenty of them once again. The only thing is that, although they're all completely brilliant (as usual), they're not exactly 'original'. Hardened Pitstop readers will probably have seen similar offerings before, but they'll no doubt be delighted to have a crack at these newer versions.

The first is a *Clock* program from **Charles Samson** – just the job for, erm, telling the time with. Then there's **Nicholas Gill**'s *Header Reader* for checking those suspicious-looking headers. And finally, after a couple more fractal programs from **Ben Smith**, we've got a seasonal *Snowflake Creator* by **Chris Green**.

I hope you have as much fun with them as I did.

WHAT'S THE TIME MR SPECTRUM?

by Charles Samson

Although the Spectrum's a wonderful computer and everything, it does have one major problem. It doesn't display a little clock in the top-right corner of the screen. So, while you're bashing away at the keyboard, you've got absolutely no idea what time it is and can very easily miss your tea or favourite television program. But luckily Charles Sampson has the answer. Despite recently having his computer stolen he's managed to come up with a rather impressive program which does indeed display a clock in the top-right corner of your screen. What's more it'll stay there through thick and thin, whether you're typing in another program or running one, so you've got absolutely no excuse for missing anything ever again.

Getting the program working, as you can probably imagine, is a case of typing in the Basic listing and saving it with SAVE "CLOCK" LINE 5, followed by the hex section which is entered via the Hex Loader. Reloading the program and running it will show you a list of instructions but that's about it. To get the clock working do the following...

POKE 48601,seconds
POKE 48602,minutes
POKE 48603,hours
LET R=USR 48573

The words 'seconds', 'minutes' and 'hours' should obviously be replaced by those corresponding to the current time. The clock will then appear and should keep perfect time (unless you LOAD or SAVE or do something dumb like switching the Spectrum off). To get rid of it, press Symbol Shift and Space together.

Basic Listing

```
   5 INK 2: PAPER 6: BORDER 6: C
LS : LOAD ""CODE
  10 PRINT "POKE 48601,SECONDS /
 POKE 48602,MINUTES / POKE 48603
,HOURS": PRINT
  20 PRINT "START=48228 / END=48
597": PRINT
  30 PRINT "INTERRUPT CODE=48316
-48572": PRINT
  40  PRINT "NUMBERS CHR$ SET=48
228-48315": PRINT
  45 PRINT "SETUP=48573-48597":
PRINT
  50 PRINT "VECTOR TABLE=48640-4
8896": PRINT
  60 PRINT "ON= LET R=USR 48573"
: PRINT
  70 PRINT "OFF= SYMBOL/SHIFT SP
ACE": PRINT
  80 PRINT "ALL CODE=48228-48896
": PRINT : PRINT "LENGTH =668"
  90 STOP
 100 SAVE "CLOCK" LINE 1: SAVE "
D.C 128/48"CODE 48228,370
```

Hex Listing

```
48228 3E 63 67 6B 73 63 3E 00 =647
48236 38 78 18 18 18 18 7E 00 =398
48244 3C 66 0C 18 30 60 7E 00 =468
48252 3C 66 02 0C 02 66 3C 00 =340
48260 60 60 60 6C 6C 7F 0C 00 =643
48268 7E 60 60 7E 06 06 7E 00 =582
48276 3C 60 60 7C 66 66 3C 00 =640
48284 7F 03 06 0C 18 30 30 00 =268
48292 3E 63 63 3E 63 63 3E 00 =582
48300 3E 63 63 3F 03 03 03 00 =332
48308 00 18 18 00 00 18 18 00 =96
48316 F3 F5 C5 D5 E5 21 D8 BD =1565
48324 34 7E FE 32 20 23 AF 77 =843
48332 21 D9 BD 34 7E FE 3C 20 =963
48340 18 AF 77 21 DA BD 34 7E =936
48348 FE 3C 20 0D AF 77 21 DB =905
48356 BD 34 7E FE 0D 38 02 AF =867
48364 77 CD 88 BD CD 94 BD CD =1396
48372 02 BD CD AD BD CD 38 00 =1019
48380 E1 D1 C1 F1 FB C9 3A D9 =1595
48388 BD CD 6B BD 21 64 6C 11 =1028
48396 1F 40 3A D6 BD E5 CD 58 =1078
48404 BD E1 11 1E 40 3A D7 BD =987
48412 E5 CD 58 BD 3A DA BD CD =1381
48420 6B BD E1 11 1C 40 3A D6 =902
48428 BD E5 CD 58 BD E1 11 1B =1169
48436 40 3A D7 BD E5 CD 58 BD =1237
48444 3A DB BD CD 6B BD E1 11 =1209
48452 19 40 3A D6 BD E5 CD 58 =1072
48460 BD E1 11 18 40 3A D7 BD =981
48468 CD 58 BD C9 06 00 37 37 =959
48476 37 4F 09 06 08 7E 12 3E =443
48484 01 82 57 2C 10 F7 C9 FE =980
48492 0A 38 11 0E 00 0C D6 0A =333
```

cont.

cont.

```
48500 FE 0A 30 F9 32 D6 BD 79 =1135
48508 32 D7 BD C9 32 D6 BD AF =1283
48516 32 D7 BD C9 06 03 21 18 =726
48524 58 3E 73 77 23 10 FA C9 =886
48532 0E 02 11 1D 40 21 E4 BC =527
48540 06 08 7E 12 14 2C 10 FA =488
48548 0D 28 05 11 1A 40 18 ED =426
48556 C9 3E 7F DB FE E6 03 28 =1136
48564 01 C9 3E 3F ED 47 ED 56 =958
48572 C9 AF 32 D6 BD 32 D7 BD =1283
48580 47 21 00 BE 3E BC 77 23 =698
48588 10 FC 77 3E BE ED 47 ED =1184
48596 5E C9 00 00 00 00 00 00 =295
STOP
```

MORE FRACTALS, FORSOOTH

by Ben Smith

This month's degree-level Maths lecture comes from Ben Smith who's first of all come up with a program that demonstrates 'period-doubling'. It shows a progression from order to chaos which occasionally lapses back into order. (Actually it does it backwards for some reason, going from chaos to order.) The equation used is x=Rx(1-x) with R increasing slowly.

```
10 LET x=0: LET y=0
20 LET x=y-1.9+(x*x)
30 LET y=y+0.0001
40 PLOT y*200,x*30+85
50 IF y*200>254 THEN  STOP
60 GO TO 20
```

Ben also enclosed his version of the *Strange Attractor*. Astute readers will have spotted this one way back when, but Ben's program is a bit shorter and faster.

```
10 LET x=0.3: LET y=0.4
20 LET b=x
30 LET x=y+1-1.4*(x*x)
40 LET y=0.3*b
50 PLOT x*70+120,y*150+80
60 GO TO 20
```

HEADER READER

by Nicholas Gill

So what's a 'header' then? Well, you know when you load a program it goes sort of "Beeeeeeeee Blip! Beeeeeeeee Blipipipipipipipipipi....."? (Something like that anyway.) Well, the header is actually the bit that goes "Beeeeeeeee Blip!", and this program from Nicholas Gill lets you decode it. (I'm printing it even though he sent it in on paper, rather than tape, so I had to spend hours typing it in and my mood worsened dramatically.) But why would you want to do that? The header actually contains lots of 'interesting' pieces of information about the chunk of code on the tape, like what it's meant to be and how long it is. The Spectrum usually keeps all this to itself, but now you'll be let in on the secret too. Very handy if you fancy yourself as a hacker.

The program is entirely written in Basic (apart from a tiny little machine code bit, but there's no hex to worry about), so all you've got to do is type it in, save it by typing GOTO 9997 and then run it. You'll be prompted to load in a header and, once you've done that, its contents will be revealed.

I suspect you'll have problems typing it in in 128K mode, so select 48K mode first.

```
   1 REM written by Nicholas Gil
l
   6 POKE 23613,56: POKE 23614,0
  10 CLS : LET st=61440: BORDER
0: PAPER 0: INK 6: PRINT AT 0,1;
"HDC 'HEADER-READER' PROGRAM.";
OVER 1;AT 0,1;"_____________________
_____________"
  20 PRINT AT 10,1; PAPER 6; INK
 0;"PLEASE INSERT HEADER AND PLA
Y."
  30 RESTORE : FOR f=0 TO 14: RE
AD a: POKE f+40960,a: NEXT f: RA
NDOMIZE USR 40960
  40 CLS : BORDER 0: PAPER 0: IN
K 7: PRINT AT 0,1;"HDC 'HEADER-R
EADER' PROGRAM."; OVER 1;AT 0,1;
"_____________________________"
  45 REM *FIND TYPE OF FILE*
  50 IF PEEK st=0 THEN  LET t$="
PROGRAM."
  51 IF PEEK st=1 THEN  LET t$="
NUMBER ARRAY."
  52 IF PEEK st=2 THEN  LET t$="
CHARACTER ARRAY."
  53 IF PEEK st=3 THEN  LET t$="
BYTES."
  55 PRINT AT 5,0;"TYPE OF FILE:
 ";t$
  60 REM *HOW THE NAME OF THE FI
LE*
  63 PRINT AT 7,0;"NAME OF FILE
IS: ";
  65 IF PEEK (st+1)=255 THEN  PR
INT  PAPER 6; INK 0;"NON-EXISTAN
T": GO TO 70
  66 FOR f=st+1 TO st+10
  68 IF PEEK f<32 THEN  POKE f,3
2
  69 PRINT  PAPER 6; INK 0;CHR$
(PEEK (f));: NEXT f
  70 REM *NOW TO FIND THE BEGINN
ING OF THE FILE*
  74 LET start=((PEEK (61454))*2
56)+PEEK 61453
  75 PRINT AT 9,0;"FILE BEGINS A
T LOCATION: ";start
  79 LET len=((PEEK (61452))*256
)+PEEK 61451
  80 PRINT AT 11,0;"LENGTH OF FI
LE IS: ";LEN;" BYTES."
  90 PRINT AT 13,0;"ThE FILE END
S AT LOCATION: ";len+start
 100 PRINT AT 15,0;"TAPE IS STIL
L READING FOR MORE  INFORMATION.
": GO TO 30
9000 DATA 221,33,0,240,17,17,0,1
75,55,205,86,5,48,242,201
9997 SAVE "HEADREADER" LINE 0
9998 STOP
9999 CLS : FOR f=0 TO 17: PRINT
PEEK (f+61440);" ";: NEXT f
```

SNOWFLAKE CREATOR

by Chris Green

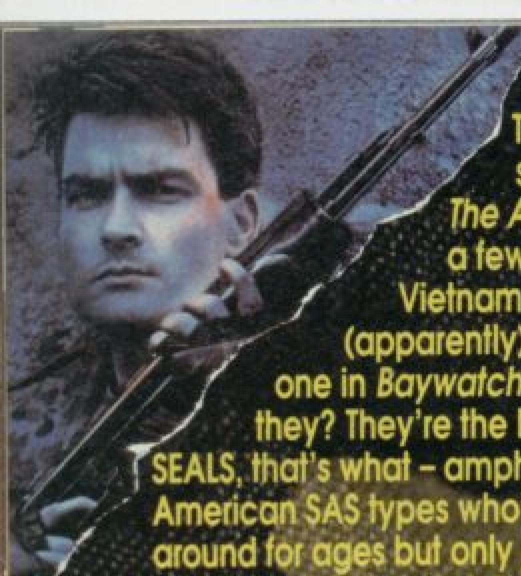
Although Chris Green's *Snowflake Creator* doesn't exactly represent the height of Spectrum programming I thought I'd bung it in anyway as I needed something to fill space. It might appeal to younger readers. Or something. Maybe.

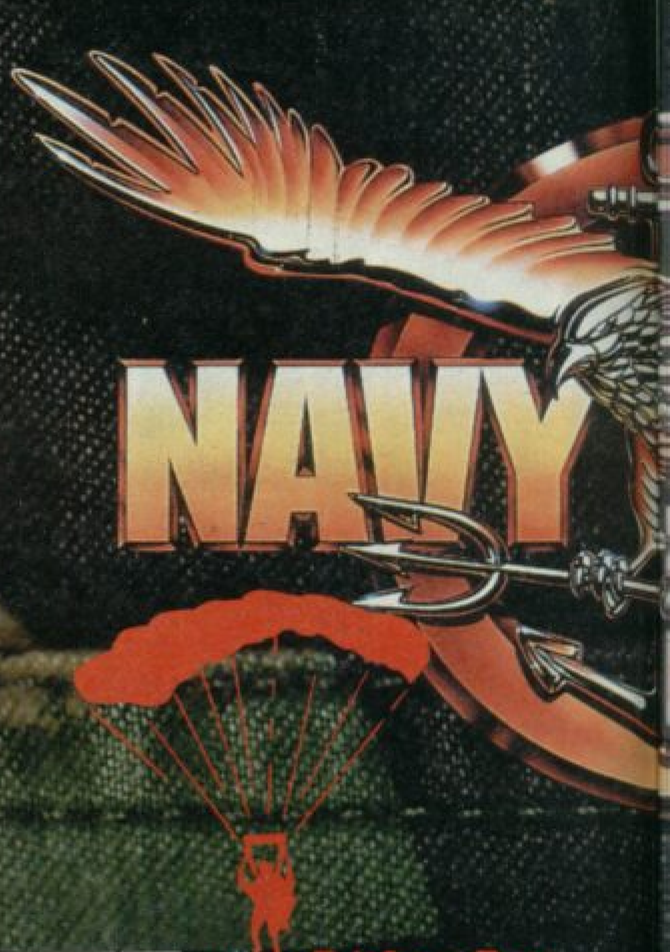
I hardly need explain that it generates snowflakes (it is just about winter after all, so a few might come in useful). Type it in and run it, and then decide whether or not to Save.

```
   1 REM Snowflakes
        by Chris Green
   5 REM
  10 BORDER 0: PAPER 0: INK 7: B
RIGHT 1: CLS
  15 OVER 1: FOR i=0 TO 60
  20 PLOT 120,90
  30 LET l=INT (RND*80)
  40 LET d=INT (RND*80)
  50 DRAW d,l
  60 PLOT 120,90
  70 DRAW l,d: PLOT 120,90: DRAW
 -l,d: PLOT 120,90: DRAW l,-d
  80 PLOT 120,90: DRAW -l,-d: PL
OT 120,90: DRAW -d,l: PLOT 120,9
0: DRAW -d,-l
  90 PLOT 120,90: DRAW d,-l
 100 NEXT i
 110 FOR j=0 TO 300: NEXT j: GO
TO 10
```

If you fancy sending something in for next month's Pitstop (and you really should, you know – there's that £50 prize for the best program up for grabs) the address is Program Pitstop, *YS*, 30 Monmouth Street, Bath BA1 2BW.


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There were six (or so) in *The Abyss*, quite a few in the Vietnam war (apparently), and even one in *Baywatch*! What are they? They're the Navy SEALS, that's what – amphibious American SAS types who've been around for ages but only just been spotted by Hollywood. Now Charlie Sheen and 'that bloke out of *The Terminator*' star in a new movie all about them, and Ocean (rather suitably, seeing the nautical connection) have the licence. MATT BIELBY dives in...

What, you mean there *is* a movie?

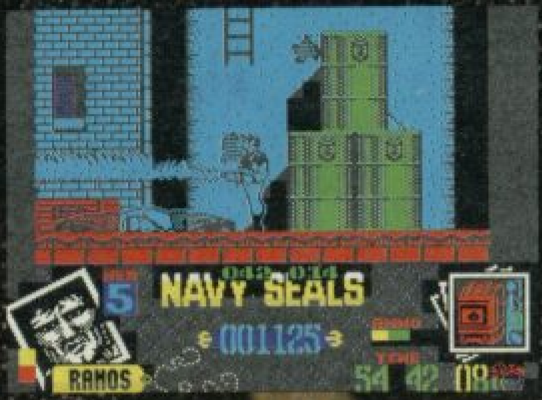
Yep, 'fraid so, though when you'll get to see it in UK cinemas is anybody's guess. It may be out by the time you read this, it may be after Christmas – who knows? It could even be one of those films that goes straight to video without any cinematic release at all, although if the Middle East crisis continues to hog the headlines (as the producers are no doubt hoping) you can be sure it'll be straight out there cashing in. After all, the movie tells of a hostage-rescue attempt from a war-torn Middle Eastern country – spookily close to real life! (It's also reputedly a little bit crap, but then you can't have everything, can you?)

So what's the story?

Well, in the film a US Navy helicopter is shot down over Beirut and the pilots captured by 'ragheads' (as our heroes affectionately call them). We then get some scene-setting stuff with our heroes, their discovery that the terrorists have some Stinger ground-to-air missiles (obviously a bit worrying for our Navy chums), a few fights and eventually a big 'all-action' rescue mission which takes up the last third of the film. More or less what we'd expect from this sort of movie, and from the computer game too, which (in true Ocean tradition) is bound to be a multiload platform beat-'em-up, with each level based on a 'famous' scene from the film.

Well, no actually. *Navy SEALS* (the computer game) takes a slightly different route from most Ocean film conversions – it's a multiload, true (well, in that it loads in two separate lumps, like a Dinamic game) but it's not actually that closely based on the film. In fact, it more or less totally ignores it, instead providing us with two unconnected scenarios or missions based on Navy SEAL-type activities which only bear nodding similarity to cinematic events.

The second of the two loads was in fact programmed first, but since it appears later in the game and is a good deal less interesting than the other one we'll cover it a bit later. In the meantime, here's the first load of *Navy SEALS*.

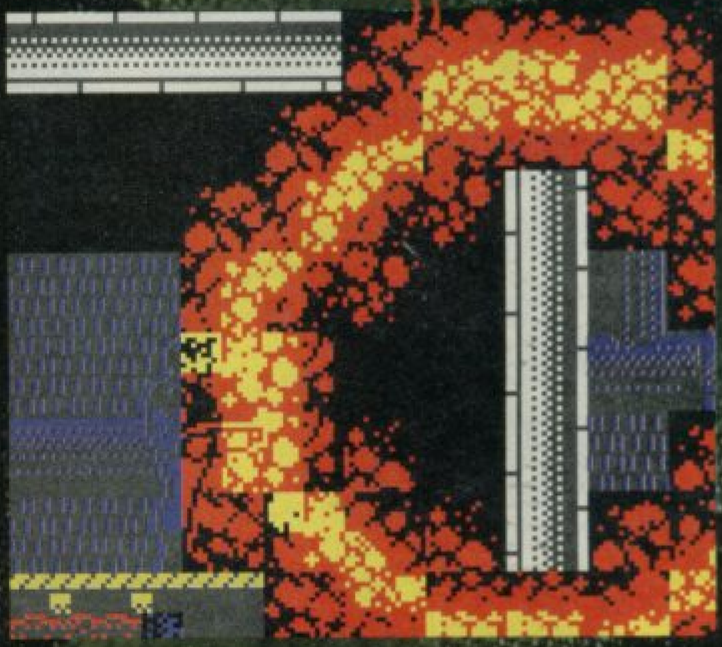


Here's a quick blast of flamethrower from the first load ("the weapon we only put in 'cos we couldn't think of anything else"). Note all the dead bodies.

The First Load

Subdivided into five levels, Load One features big sprites, eight-way scrolling, lots of very effective spot-colour splattered about the place and some rather unusual little touches. It tells a modified version of the film story in stages, which all follow the now-familiar running-about-climbing-ladders-shooting-baddies sort of gameplay. There are about 110 screens to it, broken up into sub-levels (as I just said) which go something like this...

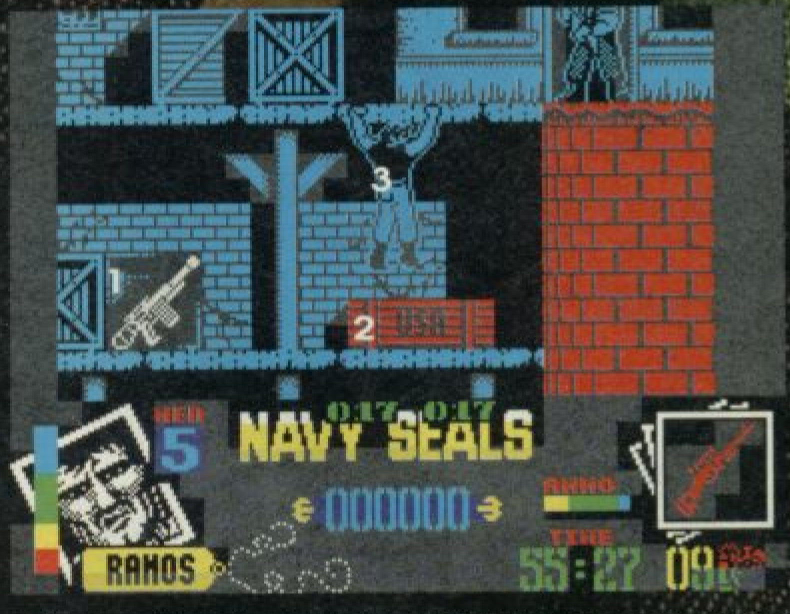
- **THE HARBOUR** In which you come ashore in Beirut (or wherever), make your way towards the hostages and kill some people.
- **THE RADIO TOWER** In which you have to attack and take over the enemy communications HQ (to stop them calling for help), killing people along the way.
- **THE BARRACKS** In which you surprise the enemy soldiers and kill them all.
- **THE HOSTAGE RESCUE** In which you spring them from jail, which coincidently necessitates killing lots of people.
- **THE ESCAPE** In which you, um, escape (killing people etc) and eventually get rescued by a rather impressive helicopter sprite.



One seriously colourful explosion – whatever was standing there a minute ago hasn't stuck around (hardly surprising), though our hero's a bit singed too.

In each sub-level you have to find a certain number of Stinger missiles which are lying about the place (easy to spot – they're the red crates with 'USA' written on them) and place a detonator next to each so you can blow them up later.

Shoot the other crates (ie the ones without 'USA' written on them) and you might be able to collect an extra weapon – perhaps a machine gun (very useful), a flame thrower ("the main reason we had that in there is because we couldn't think of anything else" say the programmers) or a grenade launcher (which acts like a smart bomb, clearing the screen). They all have limited ammo though and you revert back to your ordinary rifle when they run out.



Just to be different, I thought we'd do it this way. Check out the machine gun just waiting to be picked up (1), the stinger missile in a crate (2) and our gymnastic hero (3).

NAVY MOVES



One of the best, most unusual things about *Navy SEALS* (well, the first load anyway) is the amount of movement the main guy enjoys. He can do more or less anything – walk, jump, duck, crawl, climb ladders, jump up, grab hold of the platform above and swing along arm-over-arm, grab the platform above and swing himself up onto it (and so on). Cleverly they've made it so he gets tired hanging around after a while and has to drop off. And guess what? It's all neatly animated too!





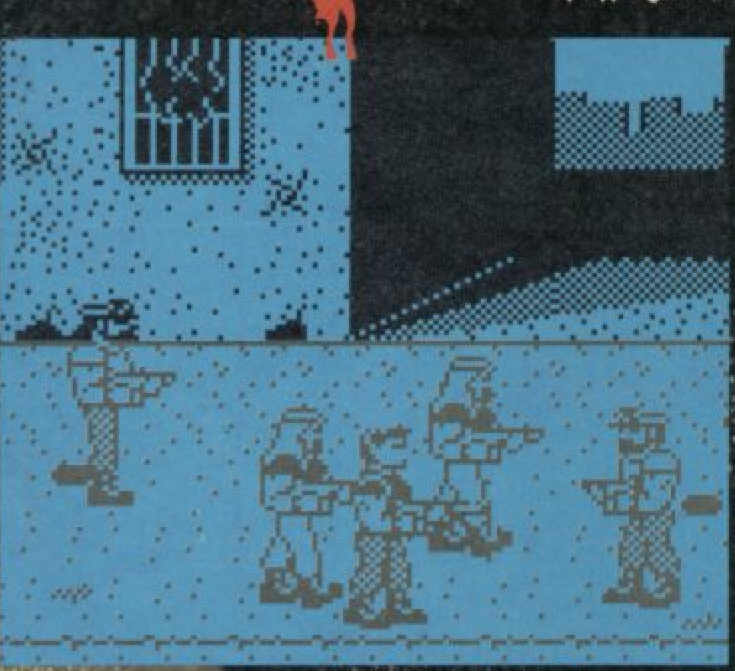
A nifty platform (but not many ladders) sequence from the first load. We've obviously been this way before (and left some dead terrorists behind us).

Fairly unusually, all the baddies (of which there are four major types, each with different characteristics) die after being touched by only one bullet – as do you. There is no beat-'em-up element – if you're shot once you die, it's as simple as that. (Okay, it's not quite that simple – you lose dollops of energy if you touch a baddy by bumping into him, but we'll completely ignore that for the moment, shall we?)

Load Two – The Streets Of Beirut

This is much more your typical Speccy beat-'em-up-type game, only using guns instead of fists. Originally coded to work in 48K mode (before the '128K-only' decision was taken) it's since been spruced up a bit with new music and so on, but still quite clearly betrays its roots. Based fairly closely on a section of an actual Beirut street plan, it's a rather massive single-level run-around sort of thing, with some neat touches (the bullets all have shadows so you can see exactly where they'll hit) and a handy map option that you can switch to at any time (showing where you are, and where it is you're trying to get to).

As with the first load you have five *Navy SEAL* characters (ie lives) to work through as you run around trying to find the safest and quickest route through the map to your rendezvous. For instance, you might want to avoid walking straight ahead – go that way and you bump straight into three giant baddies, a man on a motorbike (fairly hard), some bloke in a jeep (very hard) and then an armoured car (absolutely blooming rock hard).



Here's the second load – very different as you can see. Check out one SEAL, loads of 'ragheads' and massive black bullets (that actually cast shadows!).



More of Load Two. This jeep is the second of three massive baddies that attack you down this street (the others are a motorbike and an armoured car). Eek!

FROGMEN

Navy SEALS has been worked on in-house at Ocean for the last seven months or so. James Higgins wrote the code and Warren Lancashire did the background graphics, while Martin McDonald contributed the sprites and Matthew Cannon the music.

So, James, what interesting things can you tell me about the making of *Navy SEALS* then? Have you seen the film yet?

Erm, yes, we saw it a few months ago, but we were already well into the game by then.

And is it any good?

Well, er, um, it's... um... (Getting all embarassed at this point.)

You mean it's crap?

I didn't say that! (Suddenly realising he could be in trouble from the powers that be at Ocean.) *But, well, um...*

Okay, moving swiftly on, how come the two parts of this game are so different?

(Acting a bit relieved now.) *What happened was we did the second part of the game right at the beginning when we thought we were producing a 48K jobbie, but half-way through the project Ocean's policy changed – they wouldn't be doing any more 48K games from now on, only 128K. That meant we could be a lot more ambitious with the other section, and anyway we were getting a bit bored with the way the game was going. This running-about-shooting-things stuff was okay for one level, but would get a bit tedious if we did it all like that.*

It's just like *Renegade* but with guns, isn't it?

Yeah, more or less. So then we went into doing the second section (the one that appears first in the game) and we kept thinking "Wouldn't it be neat if...?" sort of thoughts. Like wouldn't it be neat if when you killed somebody they didn't just disappear but fell down and lay dead on the floor? Then when you retraced your steps or died and got sent back someways in the game you'd find yourself walking through all these dead bodies. We don't think it's been done before.

Another one was "Why should you have an energy system in a game?" Shouldn't it just be one hit and you're dead, like in real life? And wouldn't it be nice if you could sneak up on the baddies, so if they're not looking directly at you they don't know you're there until it's too late? That sort of thing.

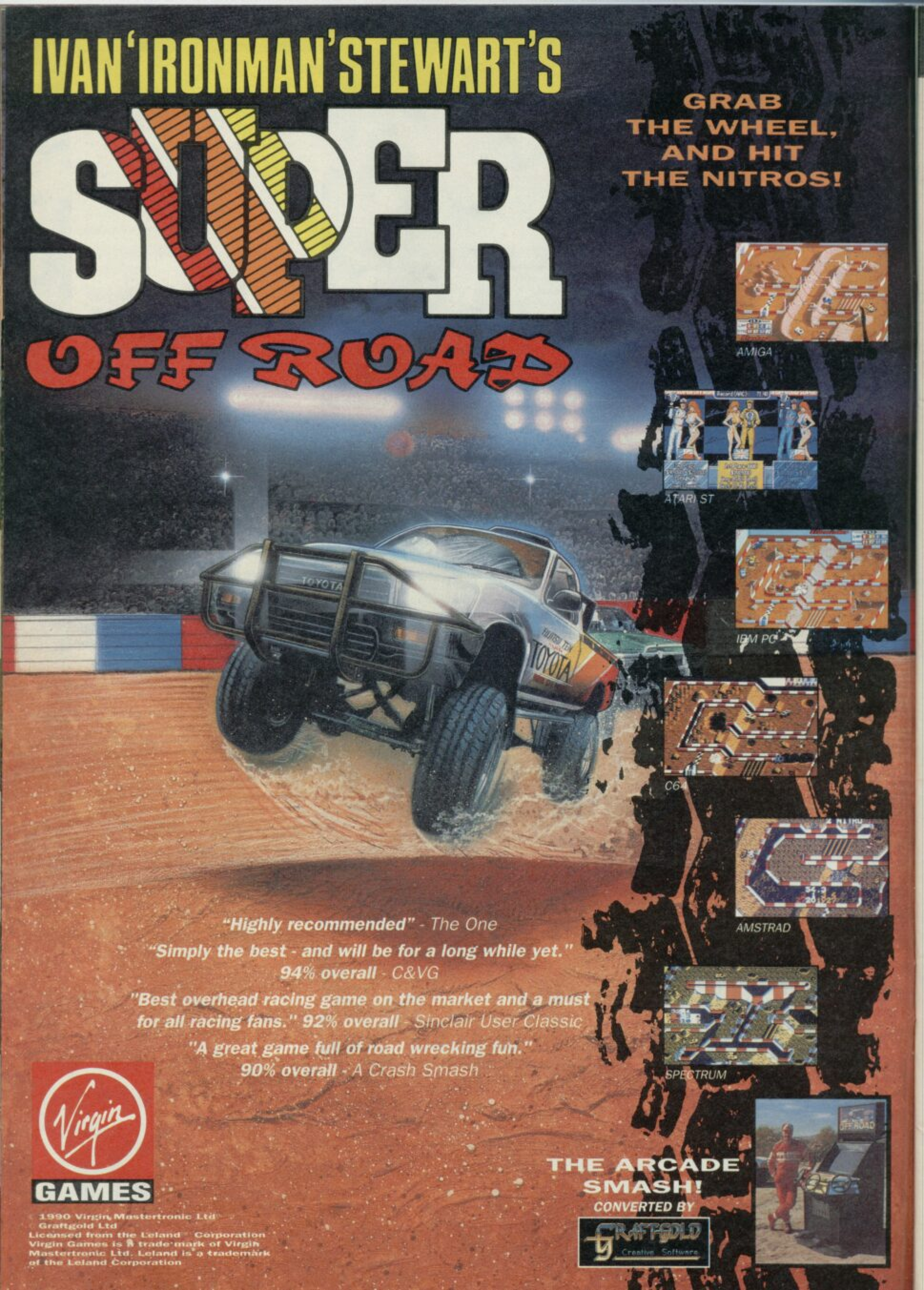
Excellent. Any major problems you came across with the game then?

Well, I'm not used to having to move colour around on the Speccy, so it took a bit of an effort working that out, especially with the big things like the truck, helicopter, and the lift. That wasn't any major problem though – probably the worst thing was the amount of memory that moving the little SEAL sprite around took up. He's quite big and can make lots of moves, so that turned out to be a bit of a prob.

FAX BOX

Game .... *Navy SEALS*
Publisher .... Ocean
Programmers .... James Higgins (code), Warren Lancashire (background graphics), Martin McDonald (sprites)
Price .... To be announced
Release date .... To be announced





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You may remember Miles Gordon Technology used to market and distribute these in healthier days – all that's happened now is that Datel have taken over the manufacture of the interface and packaged it with a disk drive and all the relevant cables. So now you don't have to go out and buy them separately. Handy, eh?

So what exactly can I win?
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But there's a catch, isn't there?
That's right, but it's not much of one. Although the Plus D/Disk Drive is quite simply the fastest thing you're ever likely to come across in your entire life, there are plenty of other pretty swift things around to rival it. All we want you to do is answer these simple questions...

1 Which is the swiftest planet?
- a Saturn
- b Mercury
- c Venus

2 Which is faster?
- a The Shoe
- b Beef Cutlet
- c Red Rum

3 Who is the speediest yachtsman in the whole universe?
- a Pete Beale
- b Eric Beale
- c Arthur Beale

4 How fast can a centipede travel?
- a 1 mile an hour
- b 1 kilometre an hour
- c 1 metre an hour

5 Who wrote music the quickest?
- a Beethoven
- b Chopin
- c Mozart

6 How quickly can you get a cup of coffee out of the *YS* coffee machine?
- a One milli-second
- b Ooh, just under a minute or so
- c Just hang on while I fix it

Right, once you've done that put your answers and your name and address down on the coupon, cut it out, stick it on to the back of a postcard or envelope, lick the stamp and send it off to *If You Think That's Swift You Should See My Mother* Compo, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2BW.

RULES
- Datel Electronics and Future Publishing staff are already too fast-living for their own good so they needn't bother filling in their coupon.
- Supersonic-speedy missives must get here by December 31st 1990.
- Matt is the universally-acknowledged chief rapid (rabid?) one round here, so his word is absolutely final. Any arguing will earn you a swift clip round the ear.

1	a ☐	b ☐	c ☐	Name....................................
2	a ☐	b ☐	c ☐	Address ....
3	a ☐	b ☐	c ☐	....
4	a ☐	b ☐	c ☐	....
5	a ☐	b ☐	c ☐	....
6	a ☐	b ☐	c ☐	....................Post Code............

Letters

WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2AP.
Star letter winners receive three games! All letters win a YS badge.



Greetings, Spec-chums, it's me again – Matt Bielby, Earl of Bath and Lord of all I survey (ie the shed and Andy). Oh dear, all I survey seems to be a bit on the crap side actually. Anyway, I've been thinking about Finland again (don't ask me why) and decided to look it up in my encyclopedia. Here's what it said – "A republic of north Europe, independent since 1919. Finland is largely a barren ice-scoured shield." So there you have it. Holland's The Land Of The Clog and Finland's a Barren Ice-Scoured Shield. More generalisations next month, but for now it's time for your useless letters...

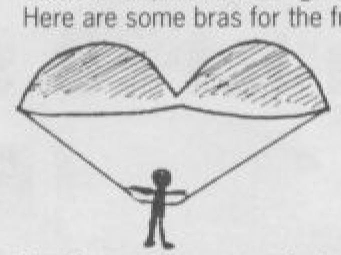
BLACKMAIL

If you don't print this I will tell everybody *Your Sinclair*'s phone number. If you don't think I know it then you're wrong, because here it is – 01 631 1433. See?
Scott 'Dangerous' Brown
Dundee, Scotland

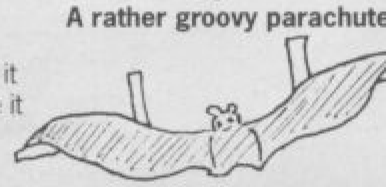
You've certainly got your finger on the pulse, and I reckon you've got a fine career in blackmailing ahead of you. Did you know that the emergency number for the police, ambulance and fire brigade is 158? And you can reach the operator on 424? You can blackmail them as well now. **Ed.**

KEEPING ABREAST

We've heard enough about boys' underpants in the last couple of issues. Well, now it's the girls' turn. Here are some bras for the future.



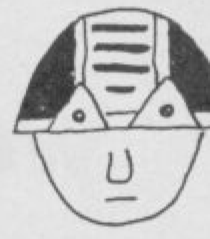
A rather groovy parachute



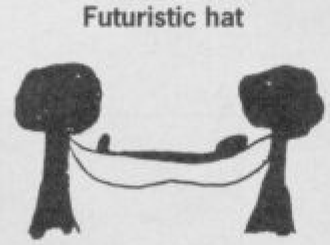
For halloween parties



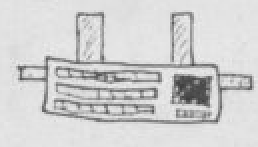
They make hip turtle masks



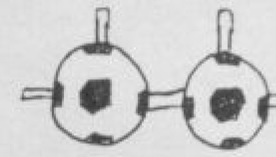
Futuristic hat



A hammock



The Speccy bra



Bras for football supporters

Marie Duncan
Ipswich, Suffolk

Er, yes, very good. Regarding the parachute and the hammock though – they're a bit on the big side, aren't they? If you really wanted to make one of them you'd have to write a letter to Claire Rayner and ask her if she's got any spares. **Ed.**

THIS MONTH'S LECTURE

I think you are a stupid git! *(Blimey. Ed)* In the September ish two students wrote to you asking for information about how you produce your mag. You replied with totally obscure answers that would be about as useful as soggy cornflakes with no sugar. Next year I will be in the same position as these people and if I have to write away to businesses I would hope to get a serious reply – not the tripe you feed to your readers. Maybe your mag is supposed to be funny, but enough is enough. If someone asks you a sensible question then give 'em a sensible answer. Geddit? (You better or the boys will be round.)
Darren James
Arbroath, Scotland

Who rattled your cage? And soggy cornflakes without sugar ***are*** *useful (you can make models out of them). Anyway, to be fair, I have to admit you do have a point. Yup, I can't deny it. A very valid point. If someone asks me a serious question then it's my duty to take it equally seriously and deal with it in the correct manner. I'll bear it in mind in future, and thank you for showing me the error of my ways.* **Ed.**

DOODLEBUGS



Yikes. According to what's scrawled on the back, this rather unkind piccie of Marcus is the work of some bloke called '**Destrukto**', from Frizington in Cumbria. Whether that means he's going to jump up and down on his three free games when he gets them we haven't the foggiest, but we do know that **you** could win the same prize if you send in something just as good! Remember, black ink only please, and the address is 30 Monmouth Street, Bath BA1 2BW.

COMMUNICATION QUERY

I am writing to ask you for some information on communication with computers. I am doing a topic at school on communication with computers and I need as much information as I can get!

Robbie Belshaw
Wigan, Lancs

Right, I'm on the case! Um, communication with computers then. Er, well – computers don't actually understand you when you talk to them. I should know, because when the office +2A refuses to load games I always say something like "Okay, +2A, either you load this game or I'll open you up and pull some of your chips out". But it never works. The stupid thing obviously doesn't understand the threat. Maybe computers understand other languages, but I can tell you this for sure – communication with computers in verbal English is a definite no-no. **Ed.**

STAR LETTER

A STROPMASTER WRITES

I am writing to say that I would like your magazine to cover a wider range of computer subjects and not just games. I do realise that you already have a programming and hardware column, but surely any self-respecting computer user will realise that these are completely inadequate. Two pages 'filled' with short machine code routines which are completely useless and only one page for hardware features is pathetic. *(He's starting to get stroppy. Ed)* I hope you realise that only about three percent of your magazine is devoted to anything other than games. This is just not good enough. *(He's getting stroppier. Ed)* Just remember that you need programmers to produce games, and if you supress all programming features then you are cutting short and lowering the standard of the supply of programmers with in-depth knowledge of the Spectrum.

And I would like to complain about the treatment of some of your readers by yourself in the Letters column. *(He's running on all four cylinders now. Ed)* This incorrect attitude is geared towards people who complain or do not like you or your magazine – such as myself! *(Reading a strop speed of warp ten. Ed)* I consider this behaviour totally unprofessional and I condemn you for making fun of your critics rather than heeding them. You are a coward who will not accept that he is completely unsuitable for the position of Editor of a computer magazine.

RK Dennison
Bangor, Co Down

My "treatment of some of the readers"? What utter rubbish – a) this is the Star Letter box; b) you're a prat; and c) you've just won yourself three games. Case dismissed. And if you don't like the magazine then why read it?! I hate Woman's Realm so I avoid it – it's much easier than forcing myself to examine every square centimetre and then sending rant-letters to the Editor, whinging about the Agony Aunt not having enough pages or whatever. YS is, after all, predominantly a games mag (and the large majority of readers would have it no other way). And what's with this "coward" bit? I jumped off Tower Bridge for a dare once. And as for being completely unsuitable for the position of Editor – well. Er. Ahem. Okay, so you've got me on one teensy-weensy little point. **Ed.**

POST OFFICE GUERILLAS

Enclosed are some biscuits to have with your mid-morning coffee.

Mark Williams
Swavesy, Cambridge

A thoughtful gift, but you may be interested to learn that your letter was eventually delivered to me enclosed in a Post Office polythene bag which was marked "Found open or damaged and officially secured". There was also a covering note...

Royal Mail

Sorting Office
Royal Mail House
Clifton Road
Cambridge
CB1 1AA
Telephone: (0223)

Dear Customer

I am very sorry that the enclosed letter has been damaged in our letter sorting machinery.

Although we do all we can to prevent such damage it does occasionally occur because of the vast volume of mail processed.

If you think any contents of the letter are missing as a result of the damage, please return the envelope to us, together with this wrapper, and we will arrange for investigations to be made.

Please accept my sincere apologies for any annoyance or inconvenience you may have been caused.

Yours sincerely

So, all I ended up with were three lousy ounces of crumbs. I don't even know what sort of biscuits they were, so I've returned the wrapper as the Post Office suggested and demanded that investigations are indeed made. I don't know – as if they're not content making me queue for 18 months to buy one 20p stamp, the Post Office then goes and spoils my coffee break by destroying a 'freebie'. It's a scandal. **Ed.**

They were dog biscuits actually.
A Post Office Spokesman.

HOSTAGE

I Am holding a Spectrum AT gun point, iF U dO NOT comply - My demand I will blow it and my - Self up and get My family to post THE remains THRu your lEtter Box

Richard Phillips
Solihull, West Midlands

Hold on a minute, you didn't say what your demands were – so there's no way I could comply even if I wanted to. Could you ask your family to put your remains in a Jiffy bag or something? It'll save an awful lot of cleaning-up this end (the shed's in a bad-enough state as it is). **Ed.**

WONDERFUL WORLD OF SPECCY

Every month we receive letters from countries outside Britain, as you all know, and this month it's the turn of a country that's in the news rather a lot at the moment. Try and guess which one. No, not Belgium. We'll give you a clue – 'OIL'. And here's another – 'IT'S NOT IRAN OR SAUDI ARABIA'. Got it? Yup, it's Iraq! (Corks!)

BEWITCHED

My name is Mohamad Thamer from Iraq and I already have got subscription in your magazine and since then there are no other Spectrum magazine able to be in advance and bewitch us like *Your Sinclair*. The reason of sending this letter is about three games. First is *R-Type* which was the hardest and more difficult. Second was *Dominator*, I'm ingenious in *Dominator* but it's very complex game where no chances of giving a life. The last game is *Operation Thunderbolt*, so I consider it less complicated but in barely pass two stages therefore I return to you cause I need your help and pokes for these games. I thank you so much and thank this wonderful magazine.

Mohamad Thamer Atta
Baghdad
Iraq

Er, it's a bit tricky replying to your letter without mentioning 'the war'. So I won't. **Ed.**

AD INFO

As part of my GCSE course in Business Studies I am learning about different aspects of the media. I have chosen advertising. I have seen adverts in your magazine and would therefore appreciate some information on advertising or the media. I'm sure it will be easy to learn about adverts from a magazine as respectable as yours.

Adam Gwilliam
Chippenham, Wiltshire

Thank you. It is a respectable magazine, isn't it (even if it is slightly on the crap side)? Anyway, I'm glad you asked and will do my level best to help. The media then. I know, I'll look it up in my encyclopedia. **Media** (méedi-e) n., pl **-diae** (-ee). **1**. The middle layer of the wall of an artery or vein. **2**. Any of the main veins on an insect's wing. *There you are, that's media defined for you. Now advertising. Um, I think it's got something to do with people trying to sell you things.* **Ed.**

POINTS ONE, TWO AND THREE

Some points for you...

1) Isn't *Neighbours* getting stupid? Why do people keep getting knocked out whenever they trip over a step? Is Beverley really the only nurse in the hospital? Why does everybody keep going to live in each other's houses? And why doesn't someone accidentally drop an atom bomb on Lassaters?

2) In reply to Thomas Courth's letter in a recent issue – I don't know what you Germans are like, but most British people wouldn't, after paying 150 quid for a +2, send it off to you in Germany for a mere £20.

3) I find carbonic acid tastes best on chips, or even sodium hydroxide.

Trainspotter Award



ALL IN A NUMBER

I am claiming a Trainspotter Award because on pages ten and eleven in issue 57 the number of the Smash Tape at the top of the review said 33, when in reality the number should have read 34. Spotting this must earn me a Trainspotter or my name isn't Mark.
Mark Tilling
Orford, Cheshire

I phoned the Chief Registrar of UK births and got him to do a bit of checking up for me. And it turns out that your name isn't Mark at all, it's Reginald. You got your own name totally wrong and therefore (because of the law of Trainspotter claimants having to have Trainspotter-free letters) don't qualify. However, seeing as I'm in a 'ripper' mood this month I am actually going to let you have one! Touch and go for a few seconds there, wasn't it? **Ed.**

SILLY JONATHAN

I claim a Trainspotter! In the September issue, in *Bargain Basement*, Jonathan Davies reviewed *Gary Lineker's Superskills*. However, the screenshot printed with it was of *Gary Lineker's Superstar Soccer*. Both games are crap, but they are different nonetheless. Is Jonathan going mad? Obviously he can no longer tell one game from another. This brings his reviewing skills into question. He confesses to being totally crap at most games. I believe Farty The Warthog would make a better reviewer (even if he is dead). Even Dunc was better.
Alan 'Bananaman' Liddle
Rochester, Kent

Poor old JD really does take some stick. It's not his fault he's crap, it's just that he was dropped on his head when he was nine. But what do you mean, "Even Dunc was better"? No-one's worse than Dunc – he's a cell-free zone when it comes to the brain area. Anyway, back to the Trainspotting. Can you have an award? Um, eeny meeny miny mo. Er, no, you can't. (Predictable, aren't I?) **Ed.**

Never have both at the same time though, or they will react on the chips to form table salt (which is a deadly poison).
Andrew Wood
Basildon, Essex

1) Ah, Neighbours! My 'fave'. It isn't 'getting' stupid, by the way, it's always been stupid – but in a rather fabbo sort of a way. Did you know that every single inhabitant of Ramsay Street has (for at least two episodes) lived with Des Clarke? And isn't Todd a thumpable little git? But what's really got to me recently is the new 'mega-mix' of the theme tune. Have they gone overboard on the reverb or what? It's appalling – even worse than the original. I've written several stiff letters to my MP and I urge everyone else to do the same (George Gardiner, The House Of Commons).
2) You're probably right.
3) Why has nobody come forward to sing the praises of tomato ketchup? **Ed.**

AMSTRAD CRAPTION

I would like to bring to your attention a part of that 'duster' *Amstrad Action*. This 'firelighter' comes out of the same offices as *YS* so, when reading through a friend's copy, I was surprised to see (and I quote) "That shameful rag... available from all bad newsagents... that Matt Bielby fellow..." all referring to *YS*! Now then, after that I reckon you should give them a bit of abuse as well – and make it really mean, will you?
David Whitehead
Wigan, Lancashire

I think I'm with you on this one, yes. I'm going to let them have it with both barrels. I am ***not*** *going to mince my words, you can count on that. Here goes then. Erm, Amstrad Action – er, it's sort of not, er, particularly fantastic, is it? There. That told them.* **Ed.**
No, it didn't. **Andy.**
Okay... Amstrad Action – it's a pile of old jobs! **Ed.**
That's better. **Andy.**

KINDLY LEAVE THE STAGE

We've had jokes from Bolivia, jokes from Pakistan and jokes from Finland – and they've all been crap. Well, now it's Portugal's turn to be equally useless, and it's all thanks to Eduardo Marques of Espinho. Take it away, Ed baby...

Q: If you mix a cow with *Turrican* what's the result?
A: Moooooooorrican! *(Very, er, 'funny'. Ed)*

Q: What was Napolean's white horse's colour?
A: Black! *(Ho ho ho ho. Ed)*

Q: How do you call a man that dives into a swimming pool and that doesn't get his hair wet?
A: A bald man! *(Ah, ah, ah, ah! Ed)*

Oh dear. Sorry about that, Spec-chums, but as we always say – the world is united in one respect. Everyone is crap at jokes! Help prove the rule by sending in some of your own (and don't forget – badges are on offer!).

SMALL PRINT

What happened in *Baywatch* the other week?
Oliver Secluna
Old Alresford, Hampshire
A bunch of Californians walked around in bathing costumes. **Ed.**

I've made absolutely *no* reference to Gazza.
Edward Burcher
Harrogate, N Yorks
And I know how hard it must have been. Well done! **Ed.**

I do not like Puff Kelly (my geography teacher).
Worthy P
Childwall, Liverpool
Who does? **Ed.**

Please don't eat me!
Sid The Sausage
Bilbrook, Wolverhampton
Okay, I'll give you to the dog. **Ed.**

You will all perish in the flames of Hell. Woo ha ha haaaa!
Michael Lang
Hardwick, Cambridge
No, we won't – Rich's flares'll put the fire out. **Ed.**

I can't wait for the open season on wombats. Can you?
Dan 'Hunter' Gavrovski
Deanshanger, Milton Keynes
Just give me a gun and a clock. **Ed.**

Does the truth hurt?
Gordon Hosie
Paisley, Strathclyde
Yes – especially if it's sellotaped to a baseball bat. **Ed.**

Is wrestling fixed?
David Whitehead
Wigan, Lancashire
I didn't know it was broken. **Ed.**

I'm going to end this letter and I'm gonna send it off,
I hope it gets Star Letter, ahem, hint hint, cough cough.
David Price
Erdington, Birmingham
Sounds like you've got a cold coming on. **Ed.**

BUD PICO'S



HOW TO DO IT!

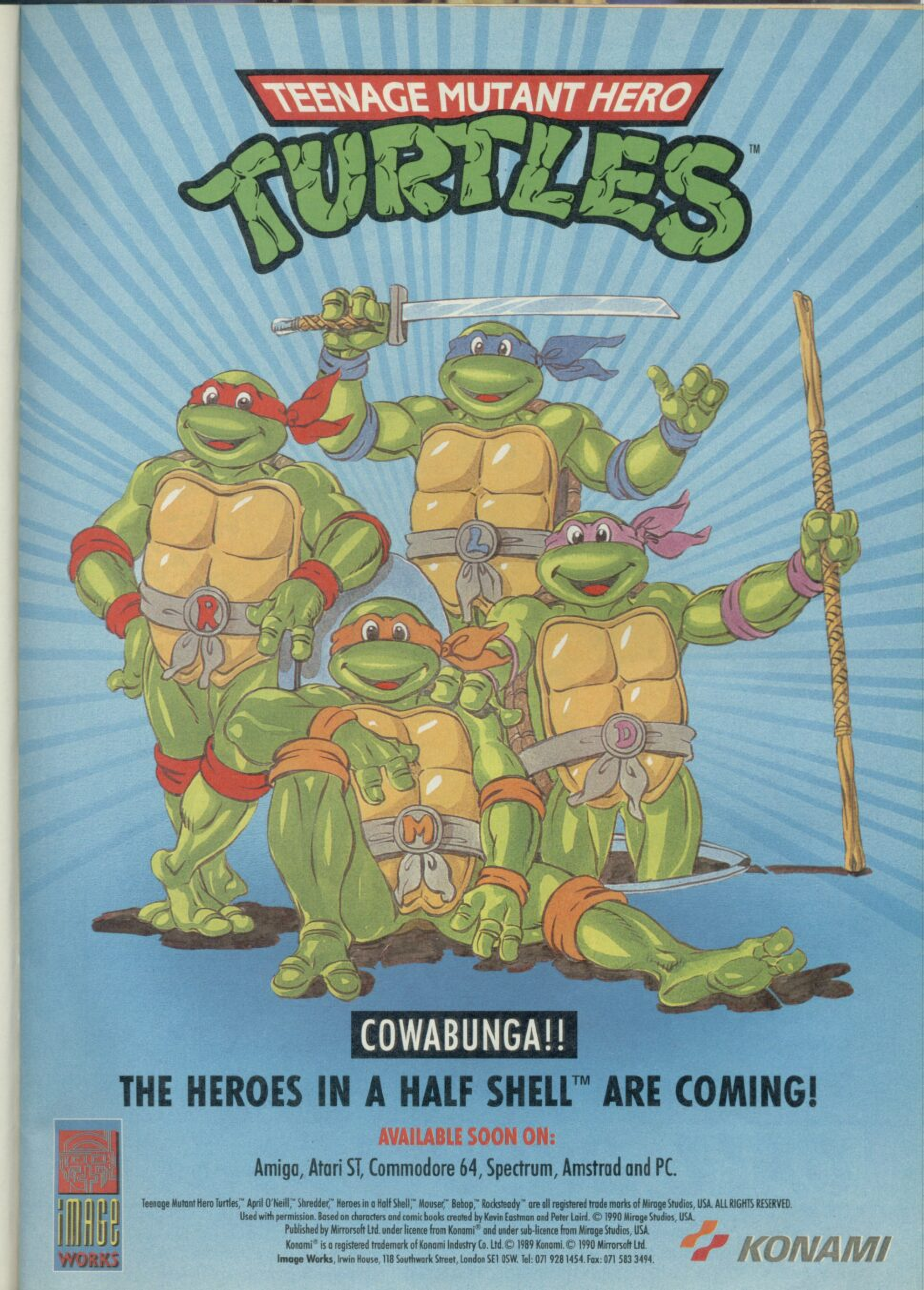
Er...Bud can't make it this month. Something to do with dodgy panneling crashing onto his skull (or something). So here's one of his regular contributors instead, Alf Slater (of Slater's Puffy Rice fame). Take it away, Alf!

Hello. Slater here, with a few of my wartime anecdotes. I know you're expecting some DIY tips but that's not my cup of char really. Catering Corps capers – that's all I'm good for. You see, I wasn't always a high-flying Puffy Rice exec, oh no. Back when the balloon went up for the big one *(I think he means WWII. Ed)* I was a key operative in an Allied Forces secret unit – the Classified Cereals Branch, Catering Corps. And there's one 'top secret' brief I won't forget in a hurry.

Johnnie Bosche had plans to manufacture 'Heavy Milk', ya see. You've heard of Heavy Water of course. *(Er... Ed)* Well, Heavy Milk was a similarly crucial atom bomb ingredient *(Oh, yes. Ed)* that Harry Hun planned to sneak into the British breakfast cereal chain. My mission was to scupper the scheme. The plant was based in occupied Norway, so to avoid suspicion I parachuted to southern Spain and cycled round the back. When I arrived I was greeted by members of the valiant cereal stockist underground, and managed to tap into a hefty supply of Puffy Rice. Then, after months of surveillance, I spotted a central-heater vent positioned in the roof of the factory – directly over the Heavy Milk storage vat. Production had got much further than we'd anticipated! I had to act fast.

I silently made 326 expeditions onto the factory roof, each time carrying four boxes of Puffy. When the stock was in place, I rigged up a funnel using a wire coat-hanger and my trousers and proceeded to pour the cereal down the vent. Jerry didn't know what hit him as the Heavy Milk vat overflowed with expanding puffed rice cereal, all the while accompanied by the aural barrage of atomic snap, crackling and popping. The factory was destroyed, but I was arrested while fleeing trouser-less through Stockholm. Well, that was when... Oh dear, I've run out of space!

(Er... thank you, Alf. Let's hope Bud makes a lightning recovery and spares us more of the same next month, eh, Spec-chums? Ed)

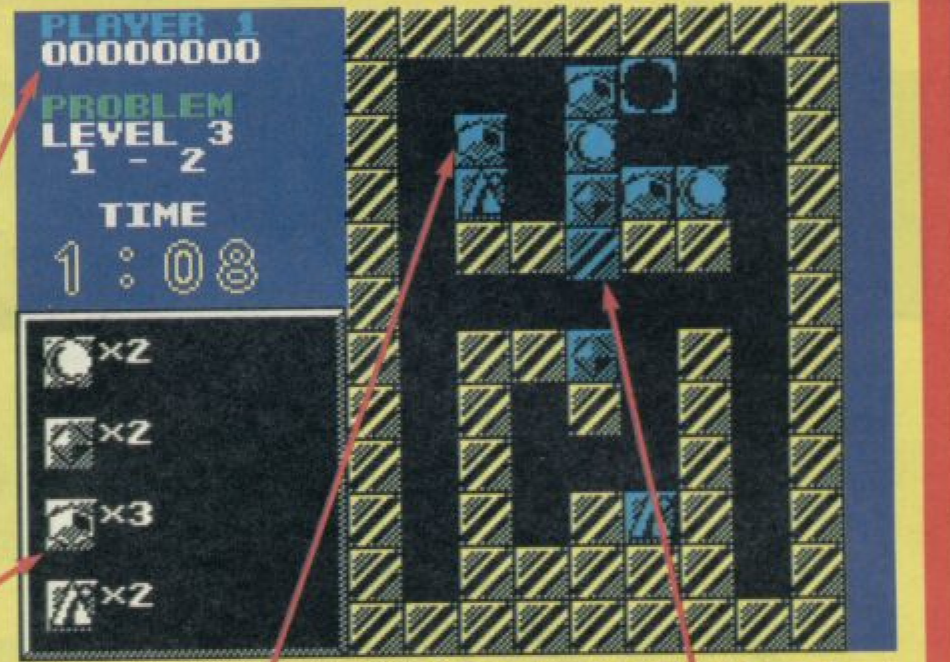

TEENAGE MUTANT HERO
TURTLES™
COWABUNGA!!
THE HEROES IN A HALF SHELL™ ARE COMING!
AVAILABLE SOON ON:
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Matt *Puzznic* is a puzzle game. In fact, it's just about as puzzle-gamey as they come. Basically, your job is to make like-coloured blocks disappear by getting them to touch each other, so, yes, if that sounds to you exactly like *Plotting* then you'd be right. True, it's not quite as pretty to look at (smaller blocks and not as much colour) but I reckon there might just be a more involving game lurking in here somewhere. Let's take a look, shall we?

But first, a little aside of my own. Don't you think it's weird how Ocean should suddenly release a couple of very similar puzzlers after years of having bags of success with action-type games and totally ignoring anything the slightest bit cerebral? Both *Puzznic* and *Plotting* are Taito arcade conversions, which maybe gives them a bit more appeal (puzzle games are well known for getting loads of accolades in the magazines and then selling about three and a half copies), but it'll still be interesting to see if the Ocean marketing machine can make much of them. (It deserves to, because, as we've come to expect, they're both rather good.)



All the boring bits – the time limit for each screen and so on. Player One (that's me) seems to have earned '00000000' points so far. (Oh dear.)

This handy panel reminds you of which blocks you've got to get rid of. Note the three, erm, 'six-sided things' – they'll cause problems, I'll be bound.

Hmm. Like I said, those six-sided doofers are going to be a problem. Any guesses as to how we'll get them all to touch at once, Spec-chums? (Answers on the back of a postcard please.)

This solid-looking block thing is actually a lift – it moves up and down the screen, and can be very useful when you're trying to get to those difficult-to-reach little corners.

PUZZNIC

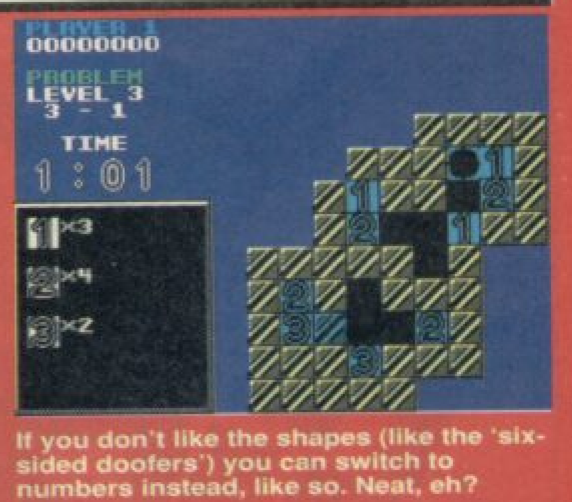
But onto the matter in hand. *Puzznic* – what is it, and how does it work? Well, take a look at the screenshots (always a good place to start, I feel). As you can see, each level is a sort of single-screen-shape thing, filled with little blocks of various designs. You control a cursor which you use to lock onto any brick you choose and then shove it to the left or the right. That's it though – you can't do anything else – so if your block falls off a ledge and down some hole (there's gravity operating on these screens, see) you can't do anything to get it back. (Well, not without manouvring it onto one of the occasional lift things that appear in later levels anyway.)

Oops! I've not said what it is you've got to try and do yet, have I? Well, as is so often the case with these games, the plan is to clear the screen by getting the like things together so that they cancel each other out and disappear. Each screen has a time limit, and each game a number of retry options (so if you've managed to cock things up so badly there's no possible way block A can be made to touch another block A you can just abandon the screen and try again). Cleverly, any time you pick options (like switching from little icons designating the blocks to a numerical system), or pause the game for any reason, it sticks a massive sign over the play area, so you can't work out how to complete the screen while the clock's not running.

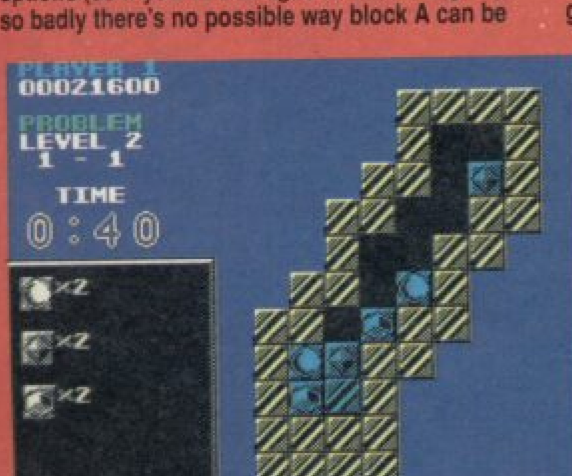
Right from the start this game oozes a certain sort of elegance. You can tell it's one of those really-well-thought-out little Japanese numbers – the learning curve is exactly right, giving you easy screens to start with and gently introducing you to new elements of the game, letting the really tricky stuff sneak up on you almost unawares. Complications like using the moving platforms (so you can sometimes get a brick to travel upscreen after all), having to complete two different but unconnected areas on the same screen, and – the real killer – having an odd number of the same design blocks to get rid of (meaning you've got to get at least three to touch at exactly the same time!) are all introduced neatly into the gameplay. This is a class act all right.

Faults? Well, the small monochrome blocks (apparently they tried colour in an early version but there was loads of clash when they fell) and the lack of any endearing character to give you an immediate handle on things mean it's more abstract and less instantly-appealing than, say, *Plotting*. Working your way through all the early screens to get to the one that's stumped you can be a bit of a bore too.

That said though, it's a very clever and addictive little game, worked out perfectly, programmed well, and, for what it is, damn near perfect. We may have given inferior puzzle games higher marks than this before (perhaps because we hadn't seen so many similar ones at the time) but if you liked *Klax* (which I don't think was as good as this) or *Pipe Mania* (about the same standard) then you'll certainly go a bundle on *Puzznic*. If you didn't, you probably won't. And I can't say it clearer than that.



If you don't like the shapes (like the 'six-sided doofers') you can switch to numbers instead, like so. Neat, eh?



I seem to have cocked up here – Mr Six-sider has blocked the way, meaning I can't get to the bricks below. Oops.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
87°	77°	89°	75°

DIAGNOSIS

Unspectacular but very addictive little puzzler. If you like that sort of thing (and we do), excellent.

80 60 40 20

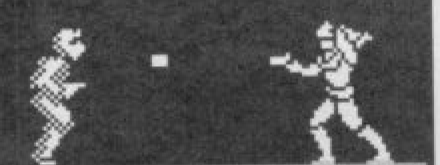
86°


REAL HEROES
only play
with
ORIGINAL
EUROMAX
JOYSTICKS
The
TOUGH ONES

HINTS'N'TIPS YS TIPSHOP



Yikes! What's happened here? Well, not to put too fine a point on it we've spruced things up. More tips, better design, and big money prizes. Here's JONATHAN DAVIES with the gen...



Cripes, we really are turning into Mr Moneybags Magazine, aren't we? That's right, Spec-chums, as of this month we're going to be throwing the crinkly green stuff all over the place. Send in an absolutely mammoth solution that breezes its merry way into the Tip O' The Month box and we'll send you a Future Publishing cheque worth £50! (Totally FREE!) It's quite astonishing really.

But that's by no means all, because we're also going to give a prize to each of the two super-funky runner-up tips – you know, the ones that miss the bumper dosh giveaway but deserve a little something all the same. And the reward? A free game of *your choice*! Just scribble down your top three preferences with your tip and your wish is our command (oo-er). And everyone else gets a badge! Hurrah!

Nothing could be more simple. Nothing could be more stonkingly generous. So go get tipping!

SCRAMBLE SPIRITS

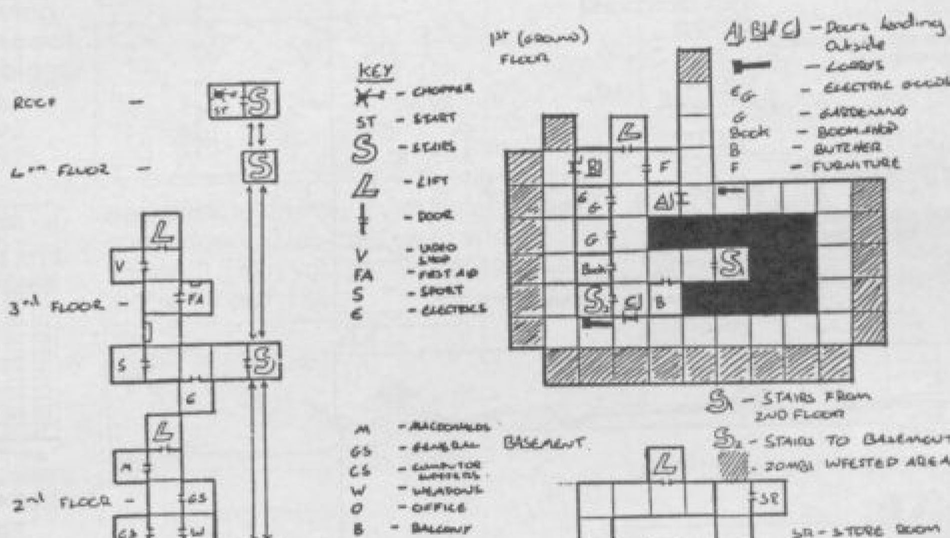
The first badge of the month goes to Milan Graf, our Bratislavan correspondent, for this distinctly Czechoslovakian tip.

When the plane soars up and starts flying press down everything on the left-hand side (except the reset button, please). You'll find yourself back in the menu. When you start again you'll see the plane is flashing still. That's the cheat – you can fly through anything! But remember you can lose your lifes, this cheat is only a little help to win this game.

Erm, right. I think it's a case of 'trying that one out' really to suss out exactly what he's on about.

ZOMBI

Just as I'd given up all hope of receiving any tips for this, Chris Jordan kindly wrote in. So he can have one of this month's two games. Bravo!



• The energy bars illustrated beneath your character in the status box are...

F Food. This can be replenished by visiting Macdonalds (second floor) or the butchers (ground floor) and clicking on food.

S Stamina. This can be replenished by visiting the furniture shop on the ground floor, pointing to the bed and pressing Fire.

H Health. This can be refilled by finding the first aid box in the hospital (third floor). Then open the small wall cupboard and collect the first aid kit.

• When in the basement (dark) watch out for zombies. When they appear the first icon will appear on-screen. You have plenty of time. Move it to the centre of the screen and you cannot miss.

• Keep the pilot alive as the others can't fly the helicopter.

• Sylvie can't use a gun.

• To use a gun, first collect one from weapons (second floor). Then wait until a zombie appears. Select the gun in the object window and click on Use (the hand holding the spanner). The arrow (or fist) is replaced by a cross. Always aim directly for the head.

• Certain things can only be done at certain times. If something fails to work, try again later.

• If you're in a room with a dead body your health may go down so be careful.

Congratulations, Chris. You've earned yourself a badge.

And here are a couple of back-up tips from Kevin Dewsbury.

• When fighting a zombie barehanded, always aim for the brain as the body cannot be harmed. You need to hit a zombie five times unless you have a gun.

• Before doing anything you should equip each man with a gun from the weapon store on the second floor.

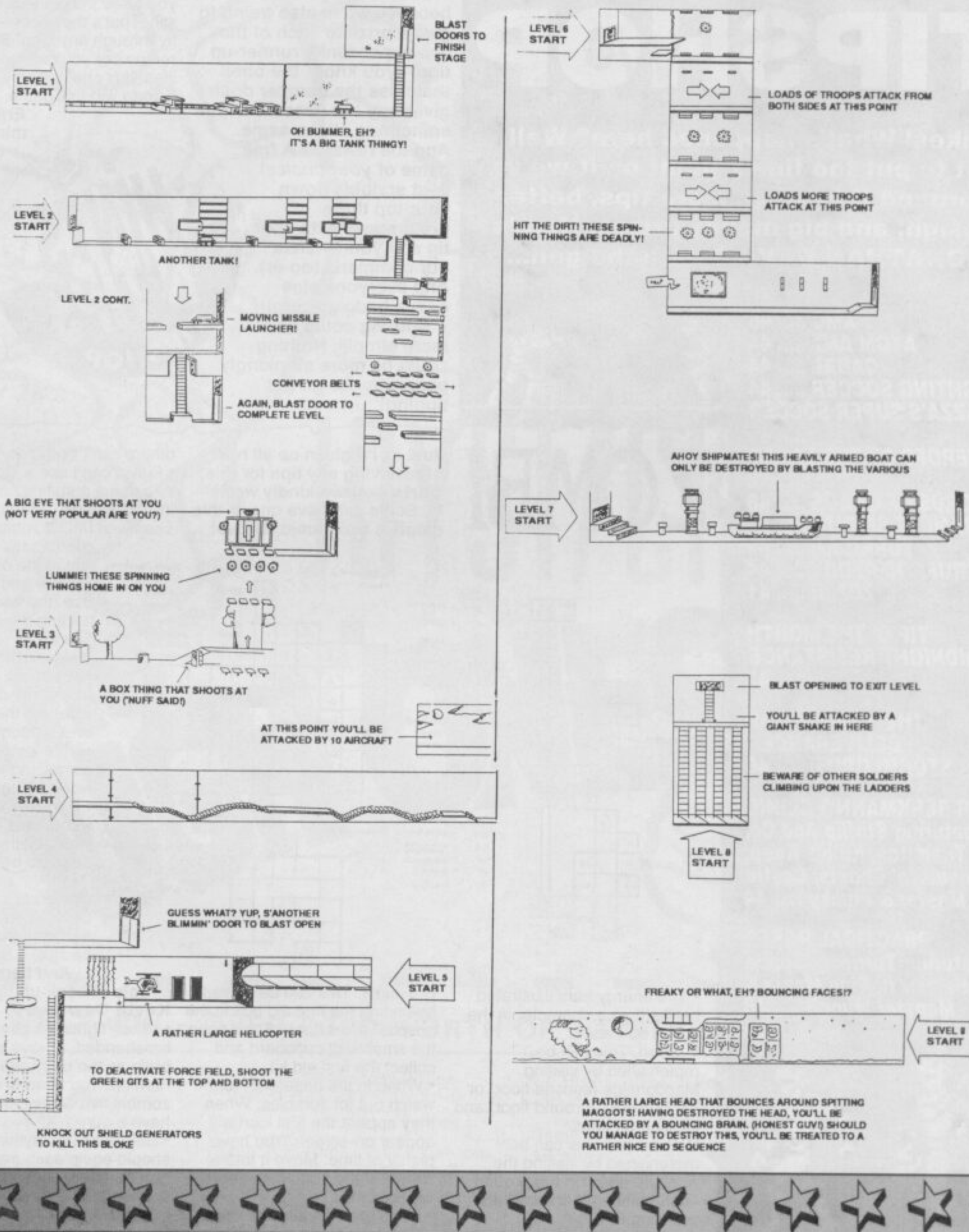
Good-oh.



TIP O' THE MONTH

MIDNIGHT RESISTANCE

You'll be pleased to see that there are heaps of tips for this one, which, erm, rather makes a pig's ear out of the Tip O' The Month £50 prize. But fear not! I 'ave a plan. I reckon the stonkiest 'entry' has to be this comprehensive map of the whole thing by someone calling himself Graeme The Troll. So I'll split the dosh up and give him, ooh, £20, how's about that? Seems fair to me. (All he needs to do now is send me his address, the clot.)



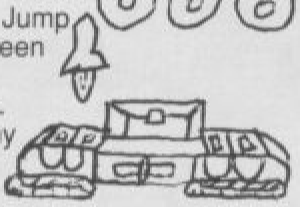
Next is the traditional Baddie Guide from Steven Clappison – £12.50 to you, mate, and ta very much.



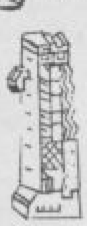
Men One hit with anything. Watch out for them sneaking up from behind.



Big Tank Dodge its shots, then shoot at it. Or dodge its shots while using homing missiles or a shower.



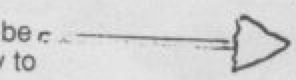
Missile Launcher Jump to the top of the screen and shoot it with a shower or your gun. Jump away from any missiles.



Gun Tower Just duck and shoot it with your gun. It won't hit you.



Big Cogs Run to the right and shoot upwards while using a shower. If you don't have a shower then run to the other side of the screen when the cogs are about to rough you up.



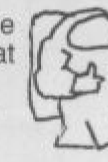
Arrows These can't be killed but they're easy to avoid.



Guns One hit with anything. Easy to dodge their shots.



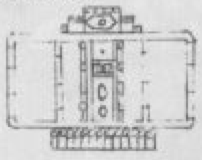
Level Two Cogs You can't kill these so just keep to the centre of the screen.



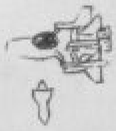
Men With Jetpacks While on the lift, shoot the men at the bottom and use a shower on the man at the top.



Level Three Cogs Either use your shower or run left and right while shooting upwards.



Eye Tower This shoots at you when you've killed the big cogs. Shoot the eye inbetween its shots.



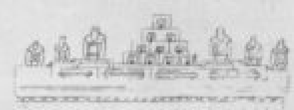
Planes Use homing missiles on it and run left and right to dodge its shots.



Big Helicopter Stay ducked and fire homing missiles. Otherwise, shoot it while staying ducked.



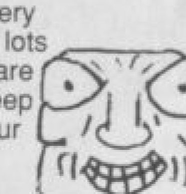
Electric Man He can't hit you unless you jump. You must shoot all the electric beams before shooting at him.



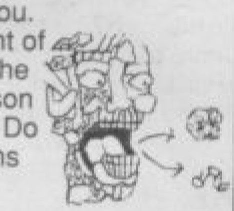
Big Ship The large guns shoot missiles. The small guns fire bullets. Just keep shooting up and dodging bullets. Not as hard as it looks.



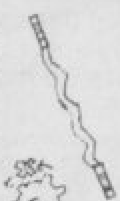
Mechanical Snake This flies around, shoots at you and then settles at the centre of the screen. It then moves towards you, so jump over it.



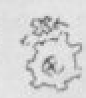
Faces These aren't very powerful but there are lots of them. Their bullets are difficult to dodge so keep shooting and using your pack.



King Crimson Not as hard as he looks. He spits worms and brains at you. Lie down at the far right of the screen and shoot the worms and King Crimson when they come near. Do the same when he turns into a brain.

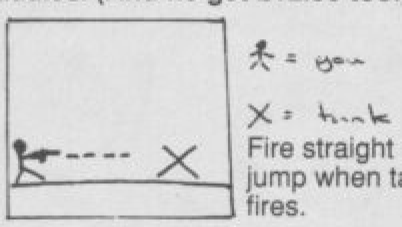


Electric Beams These don't fight back, so just shoot them with the gun. Don't waste missiles or showers on them.



Cogs Just stay ducked and shoot them. (Easy, really.)

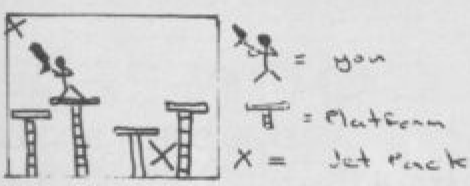
And now, in case you're still having problems, here's Stephen Hancock with how to defeat some of the bigger baddies. (And he get £12.50 too.)



Fire straight and jump when tank fires.



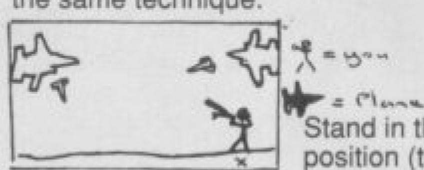
Go top of screen, use shower and rip it like mad.



If you get killed here you're in trouble 'cos you lose your weapons. Stand on the second platform and fire in a north-west position. Use your backpack as soon as you see the Jetpacks below. For this part get three-way and shower.



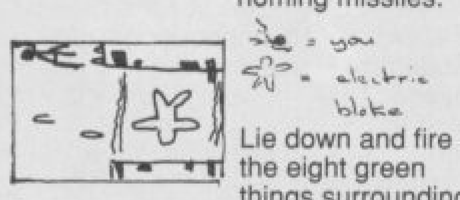
Fire up and rip your backpack to destroy them before they come down. (Use three-way and shower.) Then you get two more. Use the same technique.



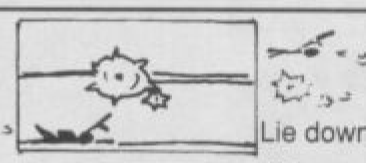
Stand in this position (the safest spot) and use homing missiles.



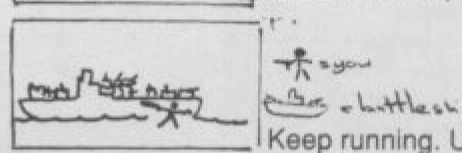
Lie down and fire homing missiles.



Lie down and fire at the eight green things surrounding him. Then kill him.



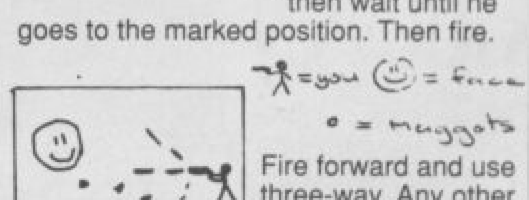
Lie down, fire up.



Keep running. Use nitro & three-way.



Fire upwards and then wait until he goes to the marked position. Then fire.



Fire forward and use three-way. Any other gun and you're in trouble. You should then be able to take out the face and the maggots at the same time.

And finally here's a cheat from Brendan Heading...

When in the weaponry shop, get the fire gun by jumping under it. Then hold down fire and jump up to get the weapon to the right. Instantly you'll have 999 fireball weapons. Good, eh?

S'pose you want some money too, eh? We've only got £5 left... (Snatch.)

YS HINTS 'N' TIPS TIPSHOP

CABAL

Although this is an absolutely ancient game (practically one whole year old) I don't remember printing a cheat mode for it. In fact, I didn't even know there was one until Brendan Heading put pen to paper.

Did you know there's a cheat mode for *Cabal*?

I just...

Oh yes. Well, what you've got to do is type in PROLLO to get to the next screen.

I see.

ATOM ANT

Here's a cheat mode for what is apparently a Hi-Tec cheapie. And it's from none other than Oliver Twist, who's probably heard them all before so we'll just keep quiet, eh?

All you have to do is hold down RIOPJKM and Caps Shift together on the title screen until you see the border go white. Let go and when you start the game you should be invincible.

I think that deserves a badge. Only one, mind – no coming back for more. (Chortle.)

RUFF AND READY

This is another cheapie of some sort, I believe, and it's been tipped by Mark Stott.

When you're on the menu, hold down the keys PONDER (Space). The border will go white. Start the game and you'll have infinite lives! Trendy or what?

'What', I think.

TURRICAN

This time it's James Lafferty who's come up with the goods – a much sought-after cheat for *Turrican*.

Load the game up as normal. When you begin to play, press H to pause the game. Now press down all the keys that surround H but not the H – that means Enter, Space, 8, 9 and 0. Keep them all pressed until the display reverts to the title screen when you must let go of them all at once. You should now have 99 of everything (except time). Also, by pressing 0 you can skip to the next level. If that's not brill, what is?

DR. BERKMANN'S



CLINIC

GOTTA GAMESNAG? SEE THE SPECIALIST!

Brrr! It's cold in this office. Nurse, throw another patient on the fire. (Thud.) That's better. Now, where were we?

STIFFLIP AND CO

Ah yes, the gamesnag of aged mucker Mike Walpole, who was chronically glued up on this strange hybrid adventure-cum-arcade game in ways that hardly bear repeating ("What do you do with the rubber glove?", that sort of thing). Just one Clinician, though, was able to furnish Mike with the correct answers – another of this column's old lags, **Ken Green**. Right, Ken, what *do* you do with the rubber glove?

"Ah, the Professor needs that, when opening the box which Stifflip previously collected the poisonous spider in. As for Michael's other gamesnag – how to get past the snake – use the reed that Stifflip cut earlier by toggling up "Blow down reed". Then climb the snake. Fortunately, the snake will stay like this for all Stifflip's group."

And there you have it. Played, Ken.

THANATOS

Ah, 'twas the sad, forlorn figure of Mark Foster who wrote to me one or two moons ago with a plea for help on this wrinkly old specimen. He could get to the third castle, but then the pussycats at the gate always killed him. Could we lend assistance? Enter **Neil Ashmore**.

"The cats appear as soon as you land, so the trick is to land and then immediately take off again. Then follow one of the cats and do one of three things – a) pick up a cat with your claw and drop it, b) pick up a rock and drop it on a cat, or c) fly just above the running cat and press Down and Fire to zap it. Each is difficult and requires precision timing. It took me a long time but it is possible. Once both cats are dead you can land safely and burn the door."

Actually Neil's explanation goes even further than that, but you don't want to know everything, do you? (Ha.)

KING'S KEEP

Another Clinician in deep dags is **Matthew Leggett**, who dropped me a line with about 569,836 different gamesnags, only one or two of which we can deal with here. How can we help you then, Matt?

Q Well, first, how can you help the Crazy Old Man and the Court Jester?

A One of them needs the bone, the other the playing card. I'll leave you to sort out which is which.

Q Where is the scroll and how do you get it?

A Look in the chest but remember, you'll need a key first.

Q Also, I cannot get the bucket in the wash room.

A Mmm. Try putting the magic stone inside the cooking pot. Awight?

Q Awight!

GHOULS AND GHOSTS

Andrew Dodd it was who couldn't get past the body and the head at the end of the first level. Disembodied corpses tend to give me a bit of trouble too, Andy, especially first thing in the morning. But could anyone help? You betcha. **Ian Norris**, **Chris Watret** and **The Mad Goalkeeper From Hell** (these wacky nicknames have got to stop) all supplied useful answers, which all boil down to this – walk up to the monster until he moves towards you, then run back to the wall. Turn and face it, and as it fires its balls at you (fnar), jump over them and, at the same time, fire at the head. As Ian put it, "it may take a while to master, but when you do you can get past it every time." And, adds **James McConnell**, "the best weapon to have at this point is the dagger – and try to have mega-armour too." Thanks, boys – badges in't post.

CASTLE MASTER

It doesn't surprise me one little bit that Clinicians are having probs with this gluey little number. Indeed, Graham Turner (Mr) was but the first of thousands to write in, wondering how to get the object off the wall in the cavern under the hot baths, and where to find the key to the stables. Quick as a flash, here's **Martin Farrell (Mr)**...

"To get the key off the wall under the hot baths, go up the stairs and face the door. Turn right, walk right up to the wall and look up. Make sure the round cursor is on-screen, then turn until the cursor is over the key and collect it. The key to the stable, meanwhile, can be found on top of the wizard's chair in the wizard's hut, and the key to that... well, just look down the well."

Aye, and I will, Martin old chum. I'll even take my cursor with me...

FLUNKY

Good old Don Priestly, but my! what viciously hard games. I got about one room into *Flunky*, and never managed to give Fergie even a single freckle. **Darren Johnsen**, though, knows his royals, and here's his solution...

"First you should get the remote control and go to the room with a boat on the table. Don't give it to Andy – it's a red herring, and getting the proper boat is a whole different story. A secret passage will appear that leads into a dungeon. Before you go through the passage drop the radio control, then go right, down, left, down and left three times. You should now see a bomb – pick it up and put it in your pocket. Then retrace your steps and go back to the room with the phoney boat. Go to the bathroom, take the box marked 'RED' – which turns out to be red paint – bring it into Fergie's room and drop it at the bottom of the table. Get the matches and light the lamp, put away the matches very quickly, pick the bomb up and put it in the red paint. Then put the paint box on the table, stand well back, and if you've done everything correctly *(Always a big 'if' with Don's games. Dr B)* the bomb will explode and Fergie will have her freckles. Just hand over your autograph book, and she'll sign it."

Thanks, Dazza – and also **Richard Swann** – and if you can do all that lot properly, Stephen, you're a better man than I, Gunga Din...

HAYLP!

Only space for a couple, and they are...

Craig MC: *"In* Ghouls And Ghosts, *what do you do after killing the fly at the end of Level Five?"*

Michael Trolan: *"In* Gyron *I've completed* Atrium *and mapped* Necropolis, *but what should I be doing apart from vandalising watchtowers?"*

So, that's us wrapped up for another month. Don't forget to write, darlinks!

FOOTIE GAMES CORNER

In an effort to reduce the strain on those who aren't even remotely interested in this sort of thing (myself included), I've decided to restrict anything footie-related to a special section this month. And here it is.

FIGHTING SOCCER

The first footie tip comes from a chap called Brian Lawrence.

This cheat is hilarious! Give the opposition a goal kick. The player with the arrow then moves the arrow to where he wants the goalie to kick the ball (usually top-left or right). Position the ball where you want it to go (use your imagination) and somehow the goalie will smash the ball into his own goal. He must play for Celtic.

Hilarious. And the next...

GAZZA'S SUPER SOCCER

Oh. This one's from Brian Lawrence as well.

Play the game as normal and, if you're up against tough opposition and leading by the odd goal, press Break and 'Full Time' will appear on the screen, meaning you've won.

Great. Have a badge for those two. And I do believe that's quite enough football for one month.

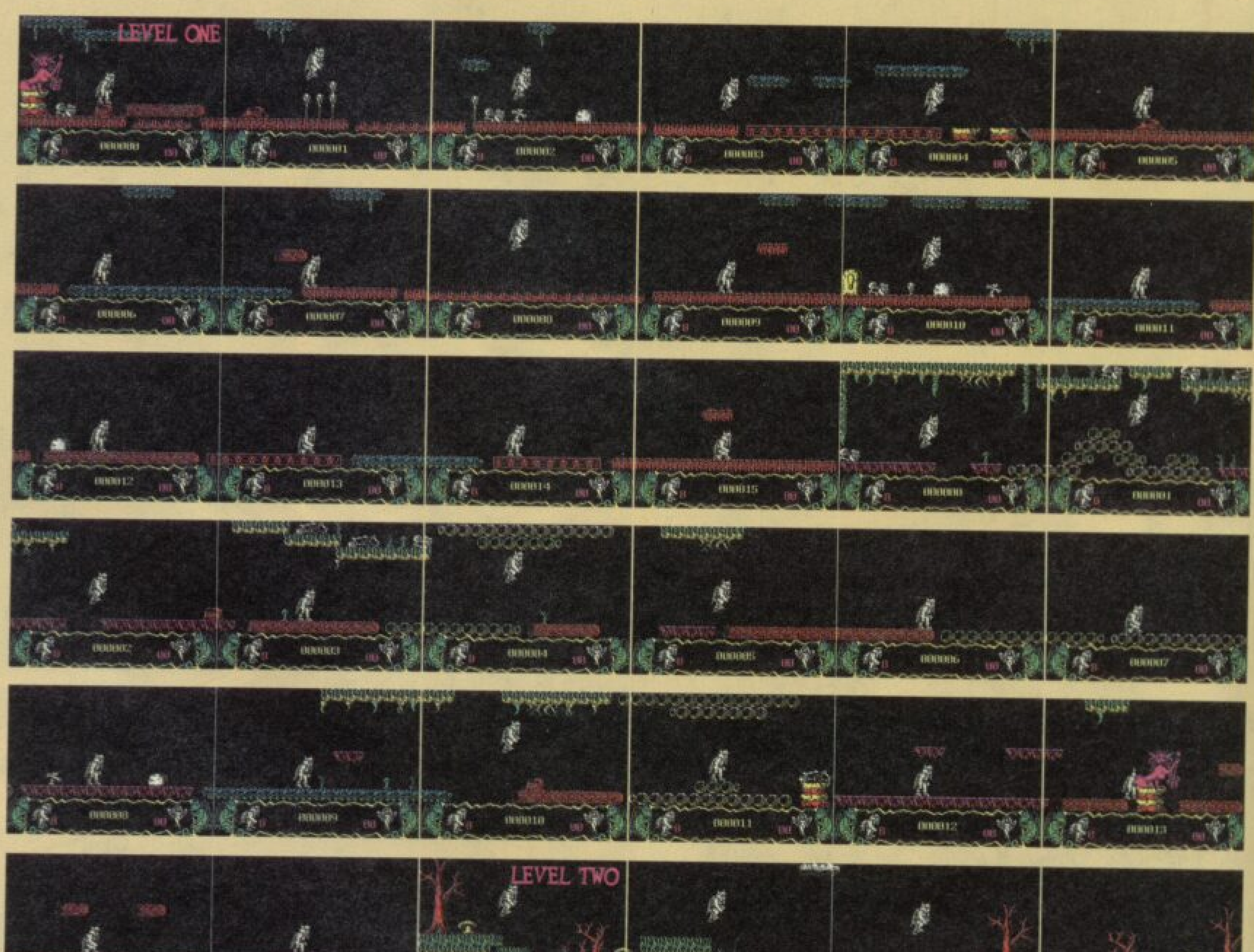

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The game of the film!
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YS HINTS 'N' TIPS
TIPSHOP

MEGAMAP

DELIVERANCE STORMLORD II

Can't quite believe your eyes, eh? Well, it's true! From now on, we're going to be printing a complete full-colour map of a recent Speccy release every single month! And first up, it's the turn of the fabby-wazzy *Deliverance – Stormlord II* (a *YS* Megagame no less, fact fans). Many thanks to the game's programmer **Raf Cecco** for taking all the screen grabs (worra guy, eh?), and also to **Paul Chamberlain** at Hewson for whispering this little tipette into my ear – type in MULTIPLE for infinite lives. Not a bad start, I'm sure.




LEVEL THREE

PRACTICAL POKES

Tucked away in a corner, but no less magnanimous for that – it's JON NORTH!

I've just finished four days at the Computer Entertainment Show, and now I'm absolutely exhausted. Never again (although I seem to remember saying that every year since 1985!). Okay, here are some POKEs.

TURRICAN
Crosbie Smith of Kirkcudbright makes his debut this month, with a compact hack for this splendid Ocean game. It gives infy lives, gyroscopes and energy – can't be bad. Thanks, Crosbie, and keep 'em coming!

```
10 REM Turrican by Crosbie Smith
20 CLEAR 42495
30 LOAD ""CODE 42496
40 POKE 42520,111: POKE 42521,166
50 FOR f=42607 TO 42621
60 READ a: POKE f,a: NEXT f
70 RANDOMIZE USR 42496
80 DATA 175,50,246,110,50
90 DATA 13,123,62,195,50
100 DATA 166,11,195,0,91
```

SPACE HARRIER II
After reading *How 2 Hack*, **Gerard Sweeny** and **Matt Lynch** from Lanarkshire in Scotland sent a big bunch of routines. Here are their *Space Harrier II* POKEs, which give infy lives. The counter goes up to 99 whenever it reaches zero.

```
10 REM Space Harrier II pokes
20 POKE 23624,0 CLEAR 24575
30 LOAD ""SCREEN$
40 OVER 1: INK 8: PAPER 8
50 PRINT AT 0,0;
60 LOAD ""CODE
70 POKE 40912,0
80 RANDOMIZE USR 40600
```

THE ANDY RYALS BIT
This month, regular Practical POKER **Andy Ryals** sent some *Pipe Mania* and *Monster Munch* POKEs, and, er, here they are...

```
10 REM Pipemania by Andy Ryals
20 POKE 23739,0: POKE 23740,22
30 POKE 23659,0: LOAD ""SCREEN$
40 LOAD ""CODE: POKE 34011,0
50 LET a=USR (PEEK 22526+256*PEEK 22527)
```

```
10 REM Monster Munch by Andy
20 CLEAR 24450: LOAD ""SCREEN$
30 LOAD ""CODE: POKE 46089,0
40 RANDOMIZE USR 48600
```

By the way, Andy, you forgot to load the game in your *Monster Munch* POKEs!

THE DECEMBER RIP-OFF MERCHANT
This month's 'dodgy POKEs' were sent to me by **Mark Keith** of Bishops Waltham. How did I know they were ripped off? Because I wrote them! I was sent my very own Speedlock 3 MultiPOKE! If you don't want to look silly in front of thousands of people, don't send in nicked POKEs. (I warned you I'd print names!)

RIGHT...
I'm off now to start researching six years' worth of Speedlock for next month's *How 2 Hack* special. Meanwhile, if you've got any routines you want to share with the world, address them to Jon North, Practical POKEs, *YS*, 30 Monmouth Street, Bath, Avon BA1 2BW. Bye-eee!

LORDS OF CHAOS

Although we reviewed this one in the June issue, and thought it was jolly nice, it seems there were a few problems with actually getting it into the shops. Well, it's out at last, along with rather a lot of tips. First of all is a cheat which a couple of people spotted, namely Matthew Gallagher and Rod Maclean. Here's Rod's method...

1 Define a character and give him a name etc. Make sure his magic resistace is 71. Spend all your other experience points on other abilities and spells. Exit from the menu.
2 Define another character and call him something like Cheat or Crappy to remind you he's just a spare one. His magic resistance will be at 71. Move it to 70. Now go back to define your original character again.
3 Move his magical resistance down. And keep moving it down until it won't go any further. You should have about 2,000-odd experience points. Spend them on spells and things but not magic resistance.
4 Go to your spare character and move his magic resistance down by one point. Go to your original character again.
5 Repeat **3** and **4** about four or five times, otherwise spells are too expensive to cast. When you've finished delete the spare character. All traces of cheating are removed!

And now a level-by-level guide. Here are the first two from Ian Marsh...

Level One
The main chunk of the treasure is in the building with four locked doors. The keys to these doors are scattered around, either in a building or not, on their own or in a chest. All four doors lead to one large room, so you only need one key. But if you see any keys then grab 'em. Inside the building are four locked chests for which you'll need four chest keys. Again, like the door keys, these are randomly scattered around. Most of the time the treasure is evenly divided amongst the four chests, but sometimes one or two of them may contain weapons.

Level Two
First, search all the rooms with unlocked doors – yes, every single one. If you've done this you should have found two door keys. If you've only found one, don't start worrying yet as the enemy wizard could've swiped it, or you might be just about to find it. Next, unlock the locked door that has not got the stream behind it. Inside will be two vampires. Kill them and open the chest. Inside will be a chest key. The other door key will be in here if you only found one earlier. Next, unlock the other locked door – but look out for the demon on the other side. Last of all, unlock the chest and take the slayer and any other treasure.

And for the final level it's over to S Shirlow and C Philpott...

Level Three
Firstly, the best spells to have are...
Demon Level One or Two
Fire Level One
Flood Level One (essential)
Teleport Level Two
Pegasus Level Two (essential)
Dwarf Level Five
... and any other creatures,

AMC

They say that old Dinamic games never die, they're just completely crap. Gerrard Sweeny, who's fed up with having his name spelt wrong, doesn't think this is the case.

Here's yet another tip for that stonkingly good (regardless of what you think of it) shoot-'em-up.

When I was hacking the game I saw the message 'CREEP' in the program so I tried various ideas like defining the keys until I discovered it.

To activate the cheat you must first get your name into the high-score table (not easy if you're crap). Type CREEP and voila! You'll now have infinite lives and immunity!

Hurrah.

HEROES OF THE LANCE

Rich Appleton is one of those slightly strange *Dungeons And Dragons* people, so no surprise that he's been deriving great satisfaction from US Gold's computer version of the game. He thought he'd share his experiences with us...

In the last part of the ruins before the tunnels, use Raistlin Majere to jump stepping stones. Then change character to Flint Fireforge (I find Flint the best for tunnel use against the giant spiders). *(No, you can't beat him, can you? JD)* Use Cure Critical Wounds if needs be to bring him up to full power.

If and when you meet giant spiders use Charm or Sleep on entering combat. This may have

as many as possible. Have a mana of at least 105.

Send a demon up, avoiding the trap by keeping to the edge of the corridor. Send another creature, preferably a harpy, up behind him. Use demon to clear enemies and harpy to pick up key. Use harpy to throw key back down corridor.

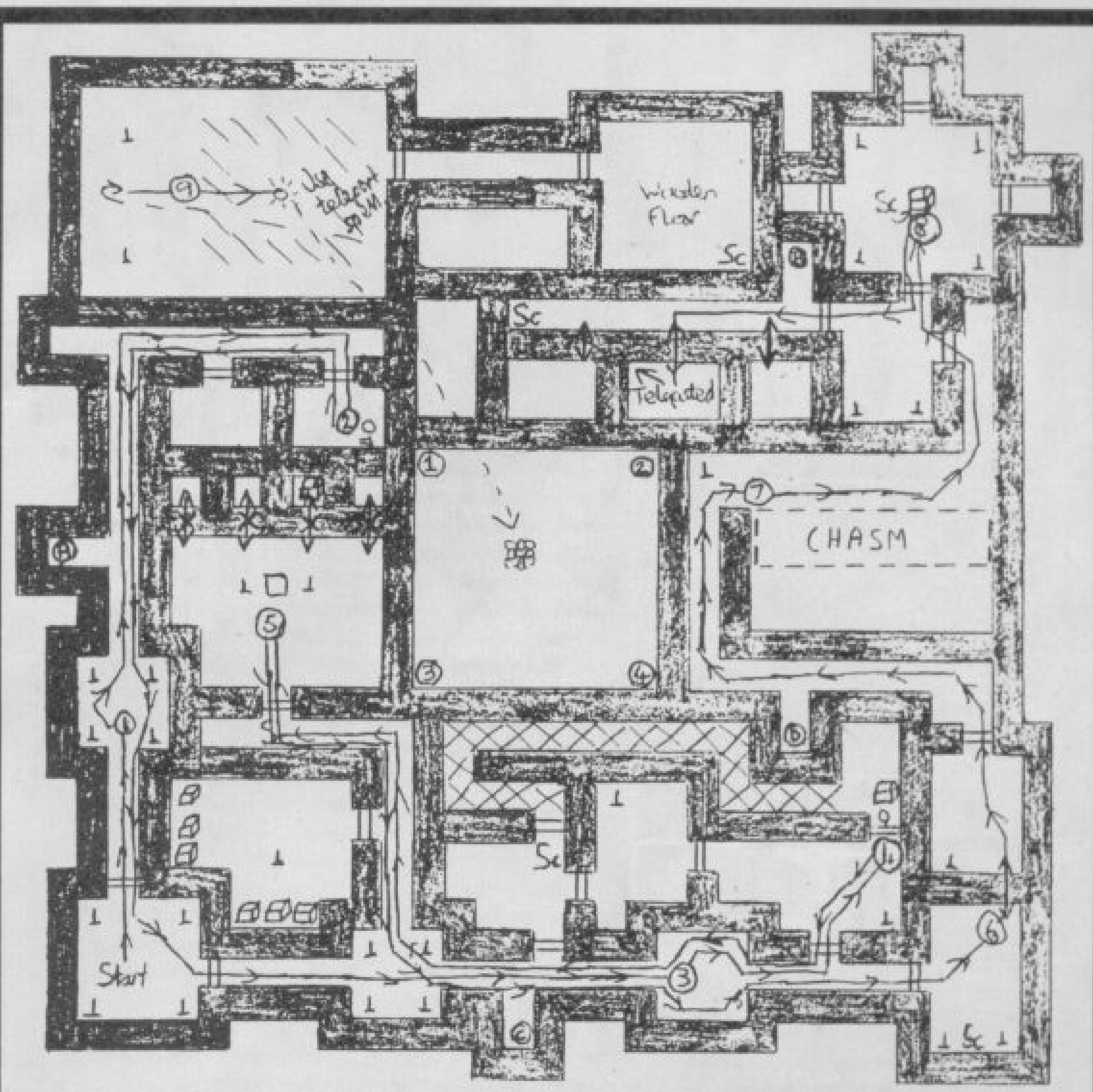
Start moving wizard right, keeping demon in front. You will soon come across a dwarf. Kill him with the demon as it is a very powerful dwarf. Move right until you come to a room with a scroll and a head painted on the wall. Attack the head to reveal exit from this room. Your wizard should be riding a pegasus by this point. Cast as many undead creatures as possible, as Ragaril will have spectres, zombies etc. Go up.

To get past chasm, use a 'human shield' of dwarves, pixies etc to block line of sight from archers to your wizard. Wait until the pegasus your wizard is riding has full stamina and action points. Then belt along to the right as far as possible, jump off, go up corridor and through door.

By trial and error you'll find bits of wall you can walk through (in long corridor with teleport at one end and scroll at other). Walking through one of these will teleport you into a room with a diamond in the middle and a door.

When you go to pick up the diamond, fire will surround you. Cast a flood spell at this to extinguish it. Give diamond to wizard. Go through door into room with wooden floor. There is no roof, so tell your pegasus to fly, and go into central room (portal should have appeared by now). Dismount wizard and leap into portal. You have now completed *Lords Of Chaos*.

And finally it's back to Ian Marsh for a Level Three map, who, for his toils, earns himself a game of his choice.



- = Door
- Locked door
- Secret door
- Secret locked door
- Altar (don't stand on it)
- Candle
- Glass Case (weapons inside)
- Chest
- Teleporter
  - 1 teleports to A
  - 2 teleports to B
  - 3 teleports to C
  - 4 teleports to D
- Portal appears here
- Life-draining floor (avoid)
- Surrounds diamond (ignore)
- Diamond is here
- Sc Scroll is here
- Key is here
- — Advisable route

1 Avoid the centre square. It sets off a 'floor vine' trap.

2 Get key.

3 Avoid centre square. It sets off a 'flood' trap.

4 Unlock door, open chest and take contents.

5 Put one of your monsters on this (preferably the weakest one) and select End Turn. When you start your next turn the monster will have gone and four locked doors will have appeared. Open third one, open chest, take contents.

6 Walk into wall with head on it.

7 Use lightning and magic bolts to kill troll and giant. Don't stay where they can see you – use sniper tactics.

8 Unlock chest and take contents.

9 Use your wizard only here. Leave everything else behind. Pick up diamond. You will spring a trap. Don't worry about this. Now you must continually End Turn until you have enough mana for a teleport spell and some attack spells. If the portal hasn't appeared yet, wait for it. Then teleport towards the portal. Kill Ragaint and make a dash for the portal.

the desired effect on the spiders and Flint will be able to kill them easily. If not, keep a close eye on Flint's strength during combat (you may have to use Cure Critical).

Right, here's what to do on entering the tunnels (and bear in mind that all directions are compass directions followed by joystick directions)...

Go west (left). At next junction, south (down) then south again (right). Circular exits should be in view. Take fourth circular exit. East (up) then east (right) to end of tunnel. North (up). South (right) to circular exit. East (up). East (right) to circular exit. North (up). North (left) to circular exit. East (up). East (right) to circular exit. North (up). North (left) to circular exit. East (up). East (right) to circular exit. North (up). North (left) to circular exit. East (up). East (right) to third circular exit. North (up). North (left) to 'shiny' circular exit...

You are now at the end of the tunnels. Go east (up) for a big surprise!

Last tip – once you've managed to kill Khisanth towards the end of the game don't hang around too long to find the Disks of Mishakal. If you don't get 'em you won't become Hero of the Lance, will you?

Probably not. Er, have a Magical Big Tips Badge. (Oh dear.)

CLICK

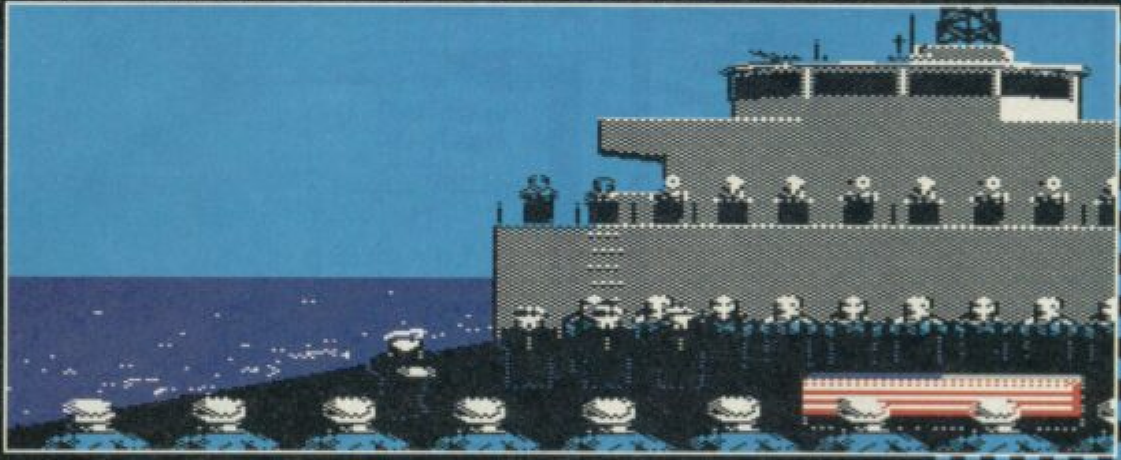
My new Dubliners cassette has just finished and so, by the looks of it, has Tipshop. Alors, while I'm waiting for the tape to rewind, perhaps you'd like to send me all your tips, hints, maps and cheats, so I can send out £50 to some lucky bod (or bods) and a couple of others some games. And the address remains the same.

SNOW STRIKE

Epyx/£10.99 cass



Matt Now this is an odd one. It's not a flight sim, not really (though it has a great deal in common with one), and it's not exactly a shoot-'em-up (the controls are far too complicated, and there's not really enough around to shoot at most of the time). I guess it's a bit of an in-betweeny really, which makes for a rather strange game. Luckily though, it's also rather fun (for a while).





Oh look! An aircraft carrier. And we're going to crash into it!

The scenario is some dodgy old thing about military strikes on Columbian drug barons. Your plane is apparently some soopa-doopa brand-newie, though from the loading screen it looks exactly like an ordinary old F-14 Tomcat. There are ten missions, half land-based and half carrier-based, blessed with such intriguing titles as 'Demolish drug warehouse' and 'Sink enemy aircraft carrier'. They follow more or less the same pattern – take off (easy), fly about a bit (hopefully in the direction of your target), fight some enemy Migs (which come in different varieties, but all look the same), identify the target, blow it up, get shot down (optional), fly home and land safely (one of the trickiest bits of the game).

There's quite a bit of other stuff in here though which gives it all more depth. First there's the front end – after you've picked your nickname (I chose 'Sexy') you still have to get yourself a co-pilot (some are polite and informative, some a bit stroppy) and the weather conditions you fancy.

Then there are the in-game options and information screens. There's the control-room-back-at-base screen – you move the flight-deck officer's hands over his control panel to call up weather status, global status (strategic info like the positions of friendly and enemy bases) and combat status (your performance so far, how many missiles you've used and so on). There's also a special control screen you get when you eject from your plane which helps you float down safely to within pick-upable distance of your home base. And there's a pilot records screen (telling of past mission accomplishments and giving points for everything from time efficiency to safety record), and probably a couple of others I forgot. It all gives a bit of depth and atmosphere to what, in the flying sequences, is rather a simple game.

So what of the actual flying itself, eh? Well, taking off is easy enough but then it gets really weird. The graphics do your head in for a start – half are really nice and fast-moving 3D vector stuff (things like the aircraft carriers, the ground-based targets and the like), while the rest is full of not-particularly-impressive monochrome sprites. The clouds are all sprites for instance, as are the enemy planes (which can only be seen head-on, making the dogfights a bizarre combination of real flight sim stuff and *Op Wolf* style shoot-'em-up). It really is most peculiar.

Ah, yes. The dogfights. There's none of your heat-seeking or radar-guided missiles here, matey – it's simply a case of selecting the weapon you want (either air-to-air missile or a very satisfying cannon), swinging your plane round so you're hopefully facing the enemy, locking the gun (or missile) on and banging away. There're chaff and flares to confuse incomings too, and you might want to keep an eye on the central radar screen to make sure there's nothing behind you. But that's about it. Taking out land- or sea-based targets is a similar affair – select a different sort of missile (an air-to-surface one), line up your target (easier since it isn't swinging about so much) and fire – they need more hits and blow themselves up a bit better (3D, y'see) but that's about it. This is stuff that'd make you go all wibbly if you'd never played a flight sim and were just getting bored of ordinary shoot-'em-ups, though for the rest of us it carries a bit of a "So what?" stigma about it.

Everything in *Snow Strike* seems to have been put together rather well, it's more the overall concept of the game that's at fault. And US Gold, who develop and market 8-bit versions of Epyx games over here, don't seem all that sure what to make of it either – they're insistent it isn't a flight sim, and rightly so, but haven't figured out quite what to call it instead. With Christmas looming, it now looks as if it'll get lost in the rush of titles, which is a shame, because certain aspects (like the speedy 3D graphics) are very good indeed.

Snow Strike will probably win its fans – I just don't know who they'll be.



Uh-ho! Bandits at 12 o'clock! Eject! Eject! (Etc.)



A-ha! The control room screen. Move the guys hands for weather reports etc.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
70°	80°	72°

DIAGNOSIS

Part flight sim, part shoot-'em-up, it can't really make its mind up. (Quite well put together though).

INSTANT APPEAL 77°

73°



FLARES'LL FIZZLE IT

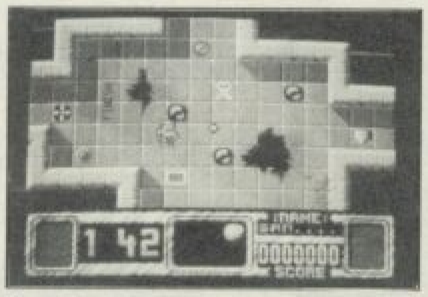

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ROBIN ALWAY



SAM SURGEON

Sorry about the photo. I hope it doesn't spoil your enjoyment of this month's column too much. I'd stick something over it if I was you, a beermat, say. Better still, use Tipp-Ex and liberal amounts of black felt-tip to change it into a pic of Saddam Hussein. Luckily, said photo hasn't had too drastic an effect on the world of SAM stuff so let's get with it, shall we?



Simple (if colourful) graphics in this *Gauntlet* lookalike – not really ST quality, is it?

Hurrahsville Arizona! Those Coupé types at **Enigma Variations** have got around to releasing their second batch of SAM games. After *Defenders Of The Earth* (which raised gasps of wonder with its luscious colours and fab sound F/X) I was looking forward to these with gay abandon.

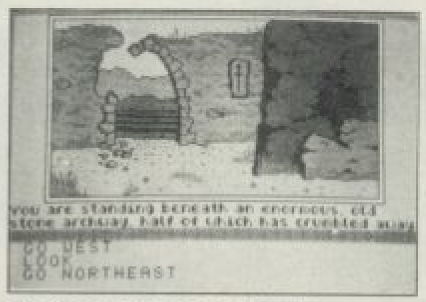
The Famous Five, subtitled *Five On A Treasure Island*, is of course based on the book by Enid Blyton. And, not surprisingly, it hasn't really made for a gory slash-'em-to-bits game, populated by girlies wearing furry underwear. Instead the programmers have plumped for a ginger-beer-quaffing adventure, where you take control of Julian, Dick, Anne, George and lovable mutt Timmy in a predictably 'wizard lark' on Uncle Quentin's spooksome island. You can switch control between any of the four (Timmy's off-limits I'm afraid) and each character has his or her own special characteristics which need to be employed if you're ever to foil the evil smugglers (or whoever). The graphics that accompany the rather *Exchange And Mart*esque text descriptions are okay but not really up to the ST standard I'd hoped for. The paser is pretty good though and accepts no end of complex syntax.

If you like adventures and think Enid Blyton's books are "good" rather than "completely crap and without any rude bits in them" you might well dig this because the atmosphere seems fairly similar. (Not that I've ever read any. I was more of a Secret Seven man myself.) At the end of the day though, in my non-expert opinion (let's face facts, I haven't even got a beard) it's not really anything that hasn't been done better on the Speccy already.

Next to be slapped into my Coupé was ***Mind Games I***, a compilation of four puzzley games which, according to the blurb on the rather cheap-looking inlay, "will have you coming back time and time again". Hmm.

First to load is ***Bombed Out***. The idea here is to move around the screen collecting flags and defusing bombs before they go kaboom. As with all four games graphics and gameplay are simple and technical standards aren't even up to Spectrum budget games.

Nuclear Waste is the next effort and it's slightly better. Again, things are really simple with you turning lifts on and off in order to move a nuclear waste cannister from conveyor belt to conveyor belt. It's rather reminiscent of one of those *Game And Watch* hand-held things (only this version doesn't tell the time).



Static graphics from the *Famous Five* game - flat colours, but it does its job.

Magic Caves is at least a bit addictive even though the graphics are decidedly dodgy as you try to move a ball around eight different caverns to collect keys and potions. I was hooked for, ooh, seconds.

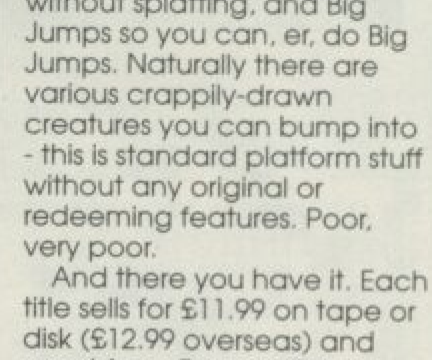
And finally there's ***Blockade***, a sort of sliding board game type thing where you need to change all the counters to one colour by surrounding them with other, er, counters. Not really thrill-city-a-go-go and it's been done a lot better in loads of Speccy £2.99ers.

Basically all four games look like things you used to type out of *Sinclair Programs* all those years ago. Definitely not fun for all the family, unless your family are weird and like crap games.

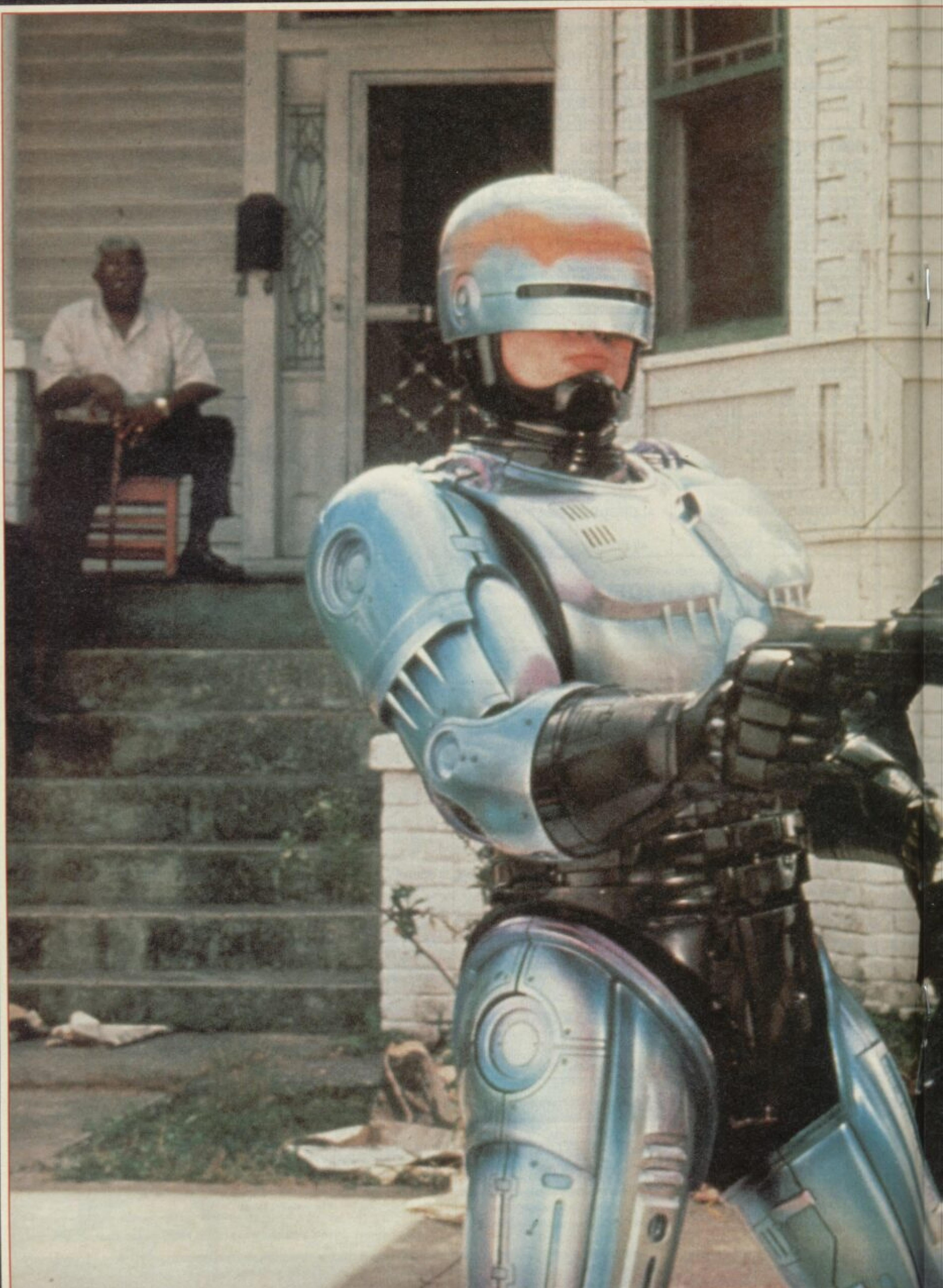
Finally there's ***SAM Multipack I*** which is one package bearing two games – ***Futureball*** and ***Sam Strikes Out***. The former's another future sports sim with the idea being to qualify in four sub-games in order to take part in a "total challenge" or somesuch nonsense. The first sub-game involves dribbling a ball around and avoiding things, in the next you have to tackle an opponent without fouling him etc etc. The graphics are pretty good throughout, with a bit of colour at least being banded around, but (like with the *Mind Games* package) the actual design of the games is, well, crap. ***SAM Strikes Out*** is a fluffy platform job featuring that lovable SAM robot, the smug git. To help him "escape the crazy world that he has found himself in" (ahem) you can pick up a few useful things. There are shields for invulnerabilty, keys, cushions so you can drop further without splatting, and Big Jumps so you can, er, do Big Jumps. Naturally there are various crappily-drawn creatures you can bump into - this is standard platform stuff without any original or redeeming features. Poor, very poor.

And there you have it. Each title sells for £11.99 on tape or disk (£12.99 overseas) and apart from *Famous Five* (perhaps), I wouldn't recommend splashing out on any of them. In fact, I've got a good mind to heave the whole lot over to Rich Pelley's Crap Game Corner... Enigma Variations live at 13 North Park Road, Harrogate, North Yorkshire HG1 5PD.

And that's your lot. Keep the post coming (send it off to the usual Bath address) and I'll see you next month.

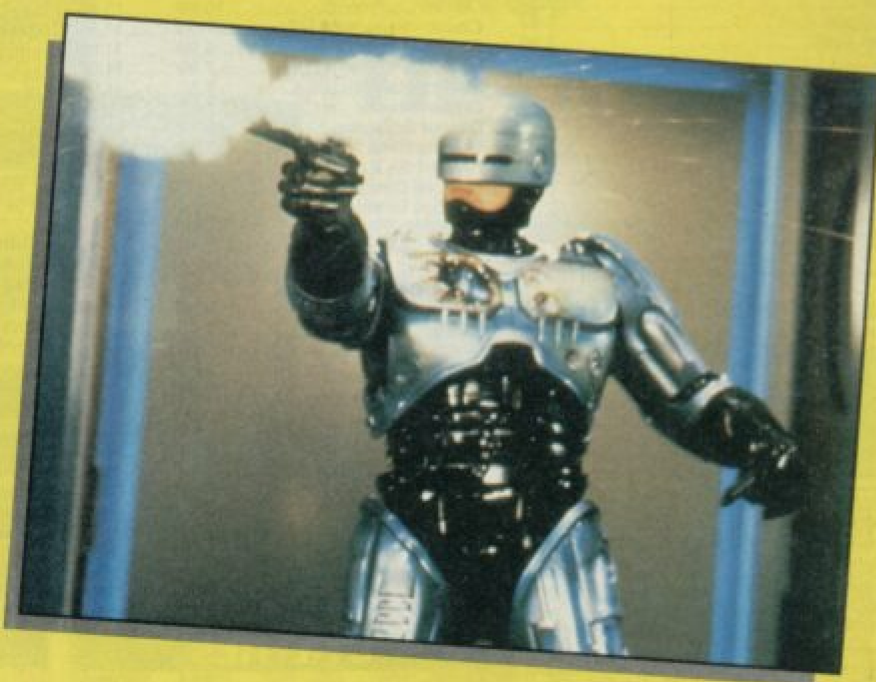


***SAM Strikes Out* (and just when we thought we were rid of the smug git too).**





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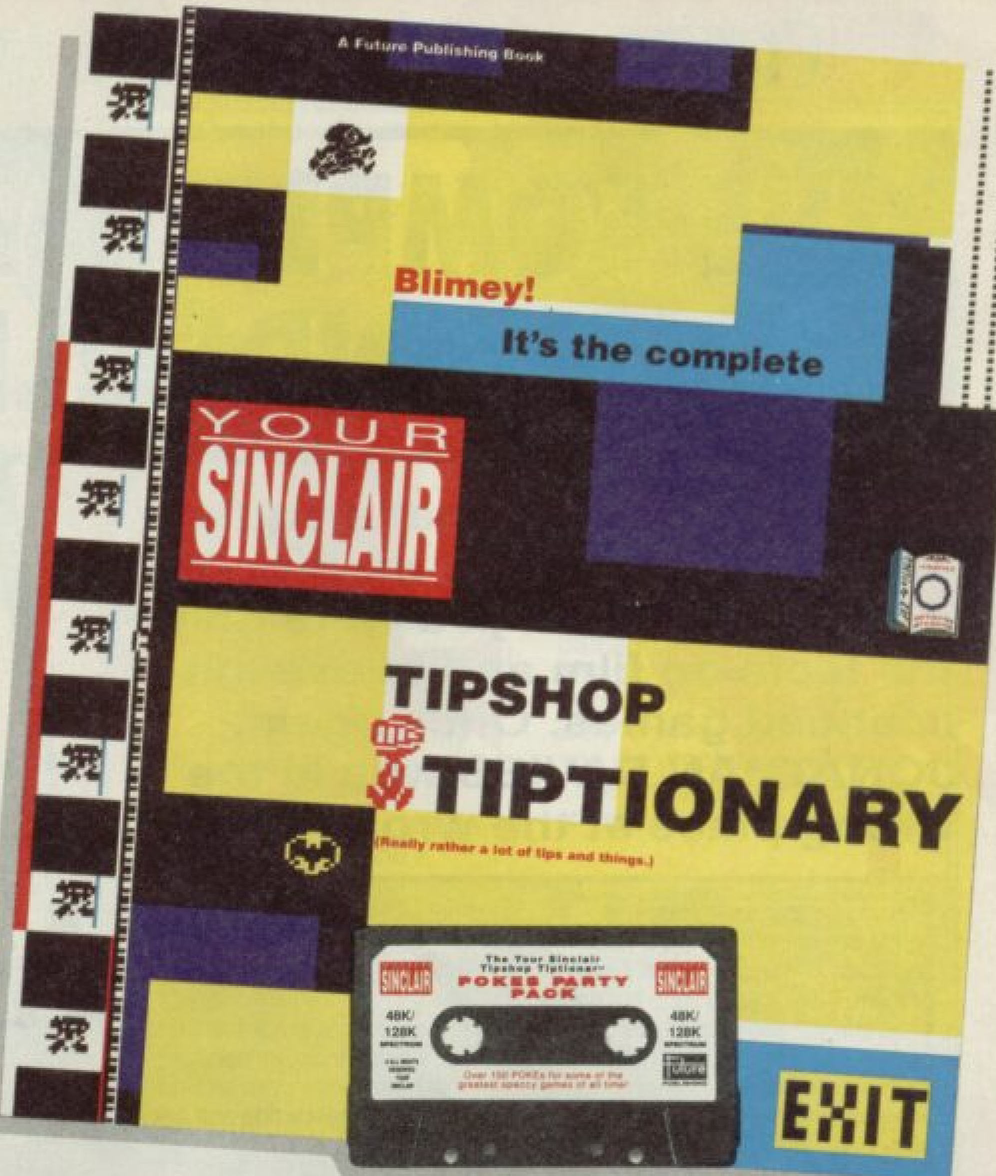
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THE COMPLETE YS GUIDE TO FILM AND TELLY GAMES

Knowing full well what a square-eyed bunch you are, we thought it was about time you were given the facts on film and television licenced games. Once again, JONATHAN DAVIES was in the wrong place at the wrong time.

(Cough. Deep, manly voice.) 'In the beginning there were loads and loads of Speccy games. Loads of them. They sold all right, but not exactly in enormous numbers. The trouble was, you see, that none of them seemed particularly exciting. They had nothing that caught the public eye. They were just computer games. Had no 'cred'.

Then a small cog within a long-since-extinct software house had an idea.

"Why don't we give our next game the same name as an incredibly popular film? Then everyone would buy it just because they'd seen the film and they'd foolishly think the game would be just as good. How about it, eh?"

"Er, we could do, I suppose."

"Great."

"But what if the film company finds out? They might sue us or something."

"Oh yeah."

"Tcha."

"I know – we could ask them first."

"That's a point. Go on then."

"What? Me?"

"Yeah. Give them a ring and ask if they'd mind."

"Oo-er. Cripes. Okay then."

(Dials very long trans-Atlantic phone number.)

"Hullo. We'd like to name our new game after your film and we were wondering if it was okay by you. Right... yes... oh, I see."

(Cups hand over receiver.)

"They want us to give them lots of money."

"Erm, well in that case we'd better."

(Removes hand.)

"Yes, that'll be fine. We'll send you some right away. Bye."

"Super."

"But, er..."

"What?"

"How are we going to come up with a game that's anything like the film?"

"I don't know really."

"How about if we have a bloke walking around shooting people?"

"That sounds fine. I'll program it right away."

And so the film and telly licence was born. It... cough. Choke.'

Oops. There goes the deep, manly voice.

Anyway, film and telly games, eh? Everyone's doing them these days, as they're one of the few remaining ways of making serious money with computer games. Run a grubby finger down the charts and you'll find nearly all the top-sellers are film and telly licences. (Or arcade conversions, of course.)

But why do we keep buying them? After all, just because a game's named after a really brill film doesn't mean it's going to be any good, does it? Surely we aren't buying them simply because of the flashy name on the box? Erm, well.

In the old days, software houses assumed this to be the case, and chucked out a stream of absolutely appalling games with 'big name' titles. Things like *Miami Vice*, *The Dukes Of Hazard* and *Highlander* were all pretty dreadful, but it was hoped that they'd sell on the strength of their names. But we weren't fooled. Oh no. The games didn't sell well, and the companies were forced to think again. Eventually they came up with... the 'bloke walking around shooting things' idea. And they've used it more or less ever since. Lucky then that they tend to be jolly good all the same, and sometimes come up with the odd original idea to spice things up (like *The Untouchables* did, or perhaps *Back To The Future Part II*).



WHAT'S A FILM AND TELLY GAME THEN? HMM?

That's easy. It's a game for which the software house producing it has had to hand over a vast wad of money to a film or television company so they can call their game *The Sound Of Music* or *Newsnight* or whatever. Distinguishing features are, as you may have gathered, the name of a famous film or telly programme splashed across the box and a bloke who walks round shooting things. Apart from that, though, just about anything can happen in them. They might be shoot-'em-ups or collect-'em-ups. They might scroll or they might 'flip'. They might multiload or they might not. (They usually do though.)

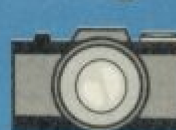
So they're not very hard to spot at all then, which makes writing this guide a whole lot easier.

RATINGS

As always seems to be the case, the trusty *YS* ratings system doesn't really seem adequate when it comes to film and telly games. So here's what we've put together instead...



Lights What does it look like? Nice? Or not very nice at all? *(You mean are the graphics any good? Ed)* Er, yes. That's it in a nutshell. *(Then why didn't you just say that in the first place? Ed)* Erm...



Camera How does the general atmosphere compare to the film or telly programme the game's meant to go with? Have the programmers just taken a bog-standard game and stuck a flashy name on it? Or have they made an effort to incorporate a bit of the 'feel' of the original?



Action Does the plot follow along the same sort of lines as the film or telly programme? Is there plenty of action-packedness? And is the game the same all the way through, or does it follow the original's twists and turns?



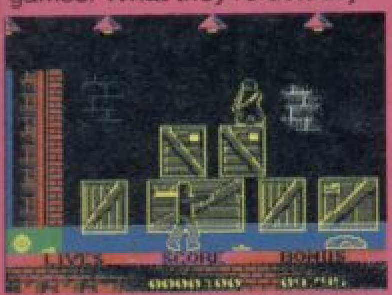
Cut Um, how does the game compare to all the other licences around at the moment? Is it better? Or worse? In other words, is it a 'cut' above the rest? *(Is that really the best you can manage? Ed)*

THE FIRST-EVER FILM AND TELLY GAME

(Purses lips and inhales very slowly.) That's a tricky one. It ought to be pretty easy to pin down Film and Telly Game Number One, as they haven't been around for too long compared to other sorts of game. Well, I reckon (but don't quote me on this) it was *Terrahawks* from CRL, the game of the puppet programme. The thing is, though, I'm sure there was a *Blue Thunder* game floating around quite a long time before, but I can't find any references to it anywhere. So we'll stick with *Terrahawks*, eh? And, as was usually the case with these 'first-ever' games, it was pretty useless. There weren't actually any puppets in it for a start, just a whole bunch of 3D wire-frame building things which you had to explore (in a spaceship) in the hope of finding a vortex through which to exit. The 'Joystick Jury' (forerunners of today's Jugglers) weren't too impressed and gave it 2/5. Still, the pioneering spirit was there, and the game was a few months ahead of the first-ever film game – Activision's *Ghostbusters*. That was pretty hopeless as well, but did extraordinarily well.

DIFFERENT SORTS OF FILM AND TELLY GAMES

FILM GAMES
These form the largest category by far. Just about every major film has a game to go with it, and as there are lots of films that means lots of games. What they're actually



Er, the obligatory warehouse level in *Beverly Hills Cop.*

like tends to vary though. In some cases they're just ordinary beat-'em-ups or shoot-'em-ups with a very tenuous link with the film (generally just the name). *Cobra* and *Highlander* both went for this approach. Or they might be much the same sort of thing, but divided up into levels which are meant to refer to scenes from the film. Since most films are just beat-'em-ups and shoot-'em-ups anyway this tends to work pretty well, as with *Robocop* and *Total Recall*. Last of all are the games which are split up into completely different levels, like the early Bond efforts. There might be driving bits, walking bits and puzzle-solving bits, and they're usually pretty faithful to segments in the film. They do tend to pay a heavy price in terms of quality though (so be careful).

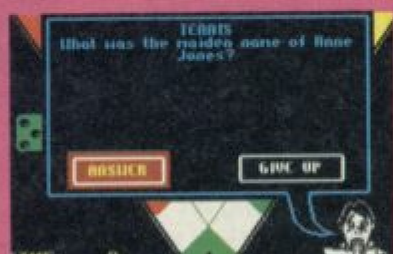
CARTOON GAMES
Moving into television territory here, and these are generally the most popular telly games, especially on budget labels (witness *Hong Kong Phooey*, *Count Duckula*, all that sort of thing). The licences are probably pretty cheap to acquire, especially if the cartoon hasn't been on for about 20 years, and they're a doddle to convert to the computer. Cartoony graphics are about the easiest to pull off successfully on the Speccy, so they always look good. What you get under the surface though tends to be a very ordinary beat-'em-up or arcade adventure.





Hong Kong Phooey, faster than the human eye! (Sort of.)

QUIZ GAMES
Another popular category, this, as television game shows are just begging to be computerised. They're mainly just a case of answering silly questions and filling in spaces on a scoreboard (or something), both things the Speccy is ideally suited to. There's usually the odd digitised piccy of your 'host' thrown in for luck, and lots of irritating tunes from the telly



***Sporting Triangles* – er, bit of a boring game really.**

programme. Whether they're any good or not is very much a matter of opinion. The programming's usually well up to scratch, and they're always faithful replicas of the telly versions. But, as TV game shows are utter dross, the games tend to be too. Check out *Sporting Triangles* and *Bob's Full House* (if you must).

OTHER TELLY GAMES
There are all sorts of things left over, of course. There are the Gerry Anderson puppet



And here's *Sooty And Sweep*. (No, it isn't.) Yes, it is. (Etc.)

programmes, which have formed the basis of the odd decent game. There are crusty old series like *Flash Gordon*. There are modern(ish) American programmes like *Knight Rider* and *Miami Vice* which haven't proved too successful on the Spectrum. There are 'cult' programmes like *The Munsters* and *Monty Python*. There are kiddies' shows like *Postman Pat*. All sorts of things really.

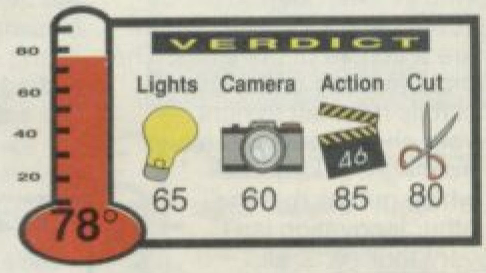
RAMBO
Ocean



Rambo Jonathan? Mmm, has a certain ring to it, doncha think?

This one goes back a bit, being one of the first film games ever. (Quite possibly number two after *Ghostbusters*.) And, of course, it stars Rambo who walks round shooting people. He's got a large map to wander round though and plenty of weapons to collect, along with an overhead view to make them easier to spot. After plodding round the jungle fighting off enemy soldiers for a bit he comes across the enemy village which can only be got into at a certain point (a bridge, in fact). In there he finds the hostage he's after, who needs cutting free, and then moves on to find a helicopter and fly it to freedom.

Considering its age (five-ish), *Rambo* isn't bad at all. The range of weapons available is well thought-out, with the ones that do the most damage tending to attract the attention of more enemy troops. The only trouble is the jerky 'flipping' scroll system and the graphics, which tend to be mainly empty black spaces. A good one.

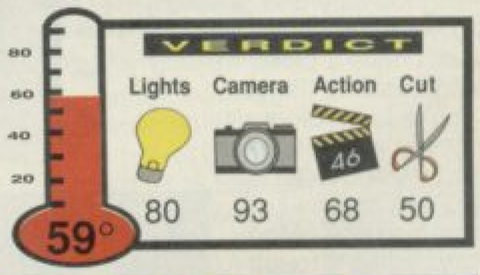


THE FLINTSTONES
Grandslam



Thank goodness *The Flintstones* isn't on anymore, eh? Long, boring and raising only the most canned of laughter, it made 5.30 to 6pm a nightmare every time it was on. Almost makes you grateful that *Neighbours* came along and took over, doesn't it?

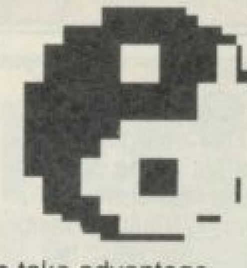
A computer version was inevitable though. So inevitable, in fact, that there are two of them – *Yabba Dabba Doo*, which was a boring wandering-around-collecting-things game, and this one which is more of a multi-stage, lots of sub-games affair. First of all, Fred's got to paint a wall of his cave, using a squirrel's tail as a brush (ho ho) and trying to stop Pebbles (his irritating daughter who appeared just as the cartoon was really going downhill) from scribbling all over it. It's about as fun as painting a wall for real. Then there's a bit where he has to fix his car (by the way, can anyone explain how the Flintstones' car is steered?) before driving down to the bowling alley for a game of whatever it is they do there. Finally you've got to rescue Pebbles from a building site. It looks nice, but gets very boring jolly quickly.

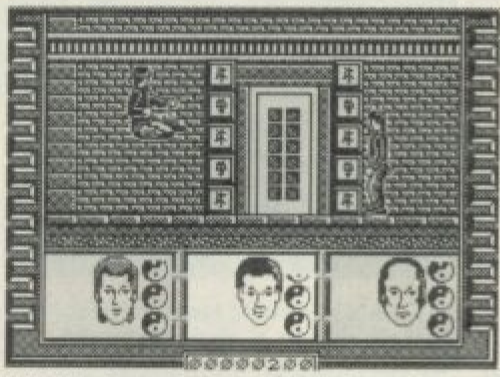




"Modern Stone-Age family"? Bit like the Speccy then, aren't they? (Except the Speccy's not a family of course.) Ho ho.

BIG TROUBLE IN LITTLE CHINA
Electric Dreams





Well, I've heard of wall-hangings, but this is ridiculous. Let me dooown!

The film was probably a bit crap (I didn't actually see it), and so's the game unfortunately. It's a very ordinary scrolling beat-'em-up where you've got to rescue a couple of chicks who've been kidnapped by some baddie or other. There are a couple of novelties. The most exciting one is that it scrolls from left to right (ie your character walks along from right to left), which means that the other innovation isn't very thrilling at all. You actually control three characters, although two of them just follow the third around. You've got to swop between them to take advantage of the special skills of each.

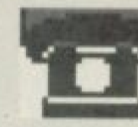
The graphics aren't particularly good, naff animation being their main problem. There's not a lot of variety either – just two main types of baddie and the odd weapon to pick up. But the numero uno snag is that it just feels a bit silly. The character under your control responds very strangely to the controls – not in the least bit 'human' – and the other two look ridiculous following your every move. Worst of all though is that it's just a beat-'em-up with a film's name bolted on. Tsk.

VERDICT

Lights	Camera	Action	Cut
63	45	41	55

52°

YES PRIME MINISTER
Mosaic



The 'hilarious' Downing Street-based sitcom would seem to be virtually impossible to convert to the Spectrum, and indeed Mosaic (who?) had to come up with a completely original structure for the game. Thankfully they avoided a predictable 'walk around Whitehall collecting things and beating people up' game and plumped instead for a semi-adventure game where you've got solve prime-ministerial problems over a period of five days to get your poll ratings up to a decent level.

The game revolves around your desk, where you receive memos and phone calls informing you of what's going on. The most important events are meetings with your colleagues where you have lengthy conversations interspersed with multiple-choice bits. Pick the right thing to say and your standing improves, with a corresponding increase in your poll rating. It actually works very well as a game, and somehow manages to pack in all the atmosphere and humour of the programme while still being fun to play. It's a bit text-based though, and certainly won't appeal to everyone.



April 1st, eh? (Does this mean the last 11 years of Conservative rule have been a practical joke? Erm...)

VERDICT

Lights	Camera	Action	Cut
64	93	90	85

89°

STAR WARS
Domark



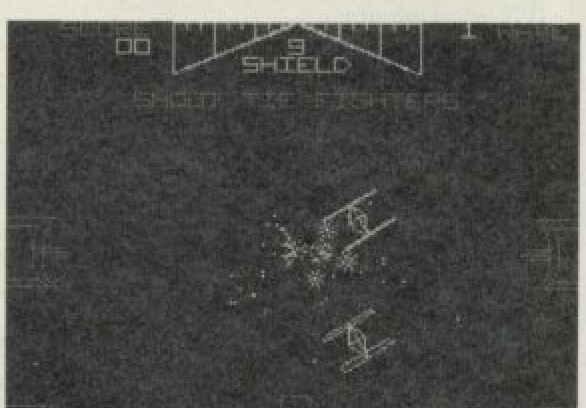
Actually this is more of an arcade conversion than a film and telly game, but we were a bit desperate. It's the game of the really old arcade game of the film, you see, but it just about sneaks into our definition of things. It's actually quite good as film games go as it makes an excellent attempt to stick to the film's plot without getting too bitty and generally crap. Also, and most critically, it doesn't have a bloke walking round shooting things.

You're Luke Skywalker, and what you've got to do is destroy the Death Star. This means firing up your X-Wing fighter, flying through space warding off enemy TIE fighters, then flying over the Death Star picking off towers and finally flying through a ventilation duct (or something) to take out the Death Star's heart at the end. It's laid out as a 3D wire-frame shoot-'em-up which was impressive when it appeared in the arcades all those years ago and still plays well today. The only weird thing is that it's pretty easy to complete all three levels, whereupon you wrap back round to the first and end up destroying the Death Star 20 or 30 times per game. Spooky.

VERDICT

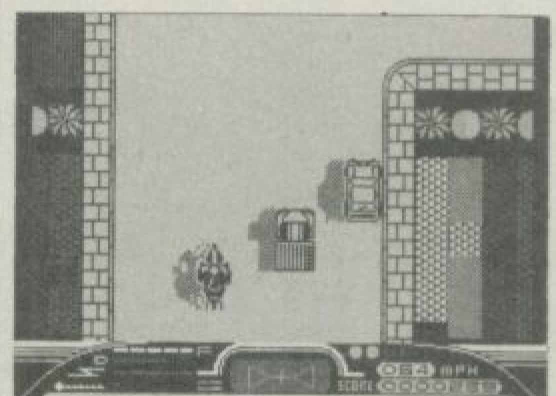
Lights	Camera	Action	Cut
59	78	80	77

80°



Astrochocks away, Luke! (Oh, and may all that force malarkey be with you.)

STREET HAWK
Ocean



Crap bike, ahoy! (More "put-put" than "vroom-vroom" methinks.)

The telly version of this was one of those one-series wonders that was once very popular but fizzled out after no time at all. Which was a bit unfortunate for Ocean really, who took absolutely ages to get this game out, after completely rewriting it at one stage, so that it arrived at rather an awkward time.

It's one of these playing-it-safe film games – really just a scrolling shoot-'em-up that could have been called just about anything. It's more like *Spy Hunter* than anything else, with vertical scrolling, you on a bike instead of a car and plenty of other traffic to shoot/avoid.

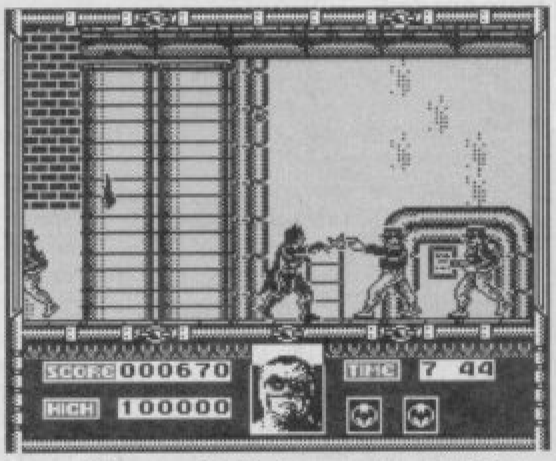
And that's about it really, apart from a Jump key which lets you, erm, jump over other traffic, a Turbo key for a bit of extra speed and every so often a baddy who appears on the road and shoots at you. It's not outstanding in any way, but the graphics are slicker than usual and it's got quite a good '*Street Hawk*' feel to it. All that's missing is variety, so it gets boring after a while. Oh, and our resident biker and Art Asst says that "his off-side crankshaft sprocket's not quite to scale". We told him to shut up.

VERDICT

Lights	Camera	Action	Cut
72	77	79	65

69°

BATMAN THE MOVIE
Ocean



Bruce Wayne, eh? Madcap schizo fruitbat or what?

Along with *Robocop*, which is probably the biggest-selling game of any kind ever, this was one of Ocean's biggest sellers last year. Its success was obviously a result of the film's popularity rather than anything great about the game itself, although it's very well put together and enjoyable all the same.

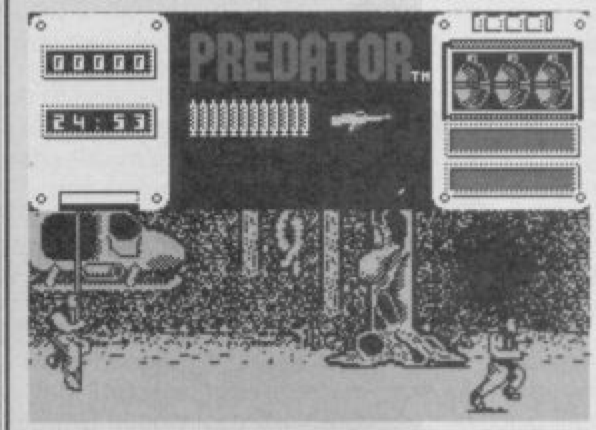


Needless to say, Batman is the chap you control, and he walks around killing people. Well, on the first and last levels he does anyway. These are easily the best, with Bat-rope and Batarang featuring prominently. The rest of the game consists of a driving bit, which is a bit boring, a flying bit, which is also slightly tedious, and a puzzle-solving bit. The graphics all the way through are great, if a bit monochrome, and the game is generally one of the most comprehensive film conversions around. It's just a bit obvious that all the programming effort went into the walking-about parts, and they're the bits that are just like any other film game. Ho hum.

VERDICT — 90°

Lights	Camera	Action	Cut
90	92	92	88

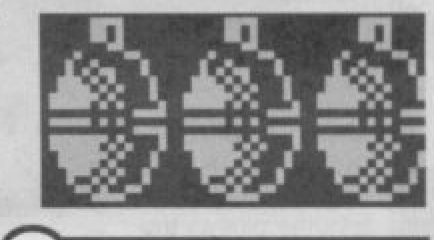
PREDATOR
Activision



Either this playing screen is soopa-doopa 70mm or it's very squashed. Take your pick.

Here's another film game, and like so many others its star is Arnold Schwarzenegger. That means, of course, that it's a scrolling shoot-'em-up. It's set in the South American jungle where Arnie's up against not only the usual rebel guerillas but a mysterious alien foe as well.

In akchaw fact, I've just spotted that the scrolling, shooting bit is only Level One. There are two more sections as well (which multiload, naturally) where you actually come up against the alien who's been pestering you all through the first part. And there's also an impressive but lengthy scene-setting intro sequence where you see the alien landing from outer space. Sadly, however, Level One's a bit on the tricky side, which means that the rest of the game is out of bounds to all but the most hardened game players, none of whom work for *Your Sinclair*. Still, the first level's quite nice, with pretty graphics and a fair amount of variety. What a shame we don't get to see the rest, eh, readers?



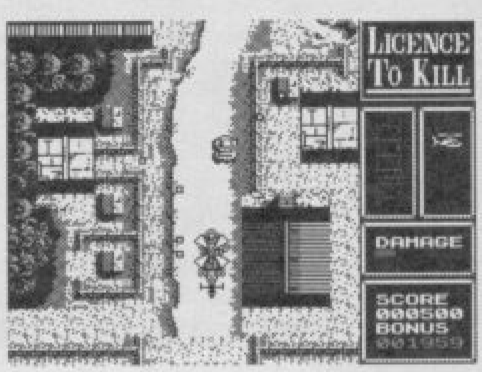
VERDICT — 66°

Lights	Camera	Action	Cut
85	68	72	64

LICENCE TO KILL
Domark

Domark didn't have much luck with their early Bond games. They weren't desperately bad, but the programming smacked of amateurism and they were generally considered to be wasted opportunities. What those first games had though, which *Licence To Kill* doesn't, is a reasonable level of originality. They were multiloaders with several very different (if slightly crap) levels, while this one is more of a vertically-scrolling shoot-'em-up with very minor differences between levels.

There are flying levels, driving levels, walking levels and even swimming levels. They're all vertically-scrolling. And they're all quite good. Yes, although it's not brilliant, this Bond game has at least been properly put together. The graphics are fine, it plays quite well and ties in with the film pretty convincingly. But it's still only 'quite' a good film game. It proves Domark can program properly if they really try, but it doesn't really further the cause of licences by extracting much inspiration from the film.

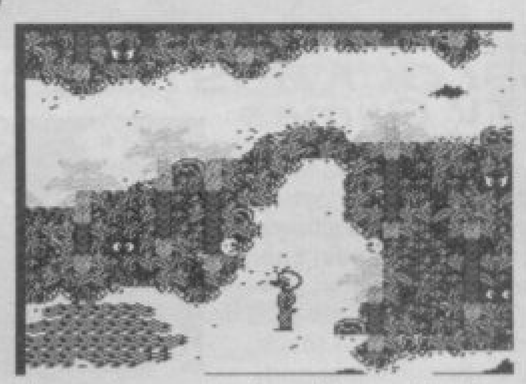


And remember, don't forget the Green Cross Code!

VERDICT — 77°

Lights	Camera	Action	Cut
79	71	76	69

HOWARD THE DUCK
Activision



Howard was actually rather cool in his Marvel Comics days. Pity how things change, eh, Spec-chums?

Howard The Duck started off as a cartoon, progressed to a pretty chronic film (which attracted a limp cult following) and then moved onto the Spectrum. And like the film, the game was projected to be a huge success but wasn't really at all. Howard, then, is a duck, but not a nice, chummy one like Donald or Daffy. He wields a Neutron Disintegrator and is a Quack Fu Master. Rather handy, that, as he's faced with the prospect of having to rescue some of his pals who've been stranded on an island by the Dark Overlord.

So, presumably Howard walks round shooting people? Well, yes he does, but for a change you get an overhead view and Howard's in a maze. There are pools of slime to jump over, rivers to cross with the aid of a jet pack, and plenty of things to collect. And after that there are various mini-games to complete before you get to take on the Dark Overlord. It's all very well programmed and everything, but not all that inspiring.



VERDICT — 55°

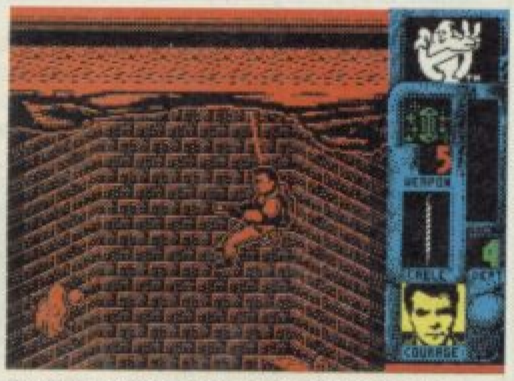
Lights	Camera	Action	Cut
58	50	71	59

GHOSTBUSTERS II
Activision

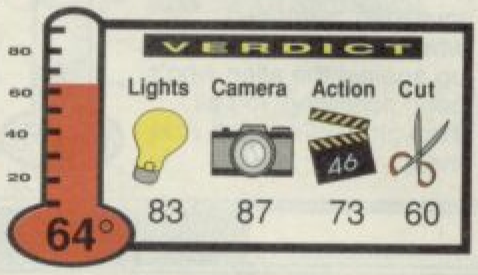


So *Ghostbusters* was the first film game then. And it was a huge hit as well, the first Speccy release to sell over, erm, some huge number of copies, despite being a bit rubbish. So a *Ghostbusters II* game seemed only natural (or as natural as a small piece of plastic with two holes in it can look), and this is it.

It's a slickly-put-together little number, unlike the first game which was distinctly rough around the edges, and follows the plot of the film very closely. In fact, just in case you're not too sure what's going on, it tells the plot as the game progresses along with digitised pics from the film. In-between all this you've got about three sub-games to tackle – a bit where you're descending a shaft picking off ghosts, a horizontally-scrolling shooting bit and something else too. The only problem is that all these bits have to be loaded in separately using an appalling multiloader which makes you load everything more or less from scratch every time you bite the dust. It may not sound too disastrous, but it is (believe us) and knocks a good 20 or 30 degrees off what is otherwise a jolly good film game.



Er, it's rather dark and sticky down here. Do I have to go first, guys?



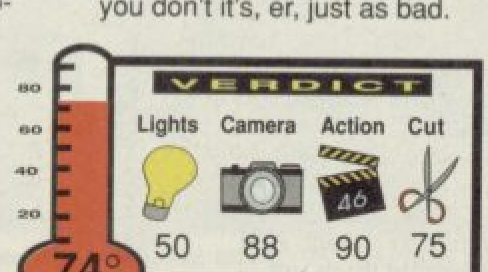
BLOCKBUSTERS
TV Games



On the 'ed, Bob! On the 'ed! *(That's a clock, you idiot, not a ball. Ed)* Oh.

Bob fans will find that this one's worth getting if only for the digitised pics of their ageing hero to be found within. They're even animated (sort of), so Bob reads out the questions and grins broadly when you get one right. Everything else is there too, like the signature tune, the Gold Run and even the odd "Can I have a P please, Bob?" if you keep your eyes peeled.

And if you find the telly version compulsive, the game should set your adrenalin pumping too. There are one- and two-player versions to choose between. The two-player game proceeds pretty much like the programme, while in the one-player version you only lose a square if you answer a question incorrectly. And there are plenty of questions. Several load-fulls, in fact, with 50 in each so you shouldn't find repetition a problem. Well, question repetition that is. The game as a whole is incredibly repetitive, just like the telly programme. If you like the show then the game is just as good. And if you don't it's, er, just as bad.



As near as dammit
EVERY FILM AND TELLY GAME EVER

3-2-1 Microcomputer
Airwolf Elite
Alien Mindgames
Aliens Electric Dreams
Aliens US Electric Dreams
Attack Of The Killer Tomatoes Global
A View To A Kill Domark
Back To The Future Part II Image Works
Basil The Great Mouse Detective Gremlin
Batman Ocean
Batman The Caped Crusader Ocean
Batman The Movie Ocean
Battle Of The Planets Mikro-Gen
Benny Hill's Madcap Chase Dk'Tronics
Biggles Mirrorsoft
Big Trouble In Little China Electric Dreams
Blade Runner CRL
Blockbusters TV Games
Blue Max US Gold
Bob's Full House TV Games
Bruce Lee US Gold
Buck Rogers US Gold
Cobra Ocean
Count Duckula Alternative
Danger Mouse In Double Trouble Sparklers
Danger Mouse In Making Whoopee Sparklers
Death Wish III Gremlin
Dukes Of Hazard, The Elite
Eastenders Tynesoft
Empire Strikes Back, The Domark
Flash Gordon MAD
Flintstones Grandslam
Ghostbusters Activision
Ghostbusters II Activision
Gilbert – Escape From Drill Again Again
Give My Regards To Broad Street Argus Press Software
Goonies, The US Gold
Highlander Ocean
Hong Kong Phooey Hi-Tec
Howard The Duck Activision
Indiana Jones And The Last Crusade US Gold
Indiana Jones And The Temple Of Doom US Gold
Inspector Gadget Melbourne House
Knightmare Activision
Knight Rider Ocean
Krypton Factor TV Games
Licence To Kill Domark
Live And Let Die Domark
Living Daylights, The Domark
Max Headroom Quicksilva
Masters Of The Universe Gremlin
Miami Vice Ocean
Mickey Mouse Gremlin
Mike Read's Computer Pop Quiz Elite
Minder Dk'Tronics
Monty Python's Flying Circus Virgin
Moonwalker US Gold
Munsters, The Again Again
NeverEnding Story, The Ocean
Nightbreed, The Ocean
Orm And Cheep – The Birthday Party Macmillan
Pink Panther Gremlin
Platoon Ocean
Popeye Dk'Tronics
Postman Pat Alternative
Postman Pat II Alternative
Predator Activision
Rambo Ocean
Rambo III Ocean
Real Ghostbusters, The Activision
Red Heat Ocean
Return Of The Jedi Domark
Road Runner US Gold
Robocop Ocean
Roland's Rat Race Ocean
Scooby Doo Elite
Short Circuit Ocean
Sooty And Sweep Alternative
Spitting Image Domark
Sporting Triangles CDS
Spy Who Loved Me, The Domark
Star Wars Domark
Street Hawk Ocean
Tarzan Martech
Terrahawks CRL
Thunderbirds Firebird
Thunderbirds Grandslam
Thundercats Elite
Top Gun Ocean
Total Recall Ocean
Untouchables, The Ocean
Yabba Dabba Doo Quicksilva
Yes Prime Minister Mosaic
Yogi Bear Piranha
Yogi's Great Escape Hi-Tec
Young Ones, The Orpheus
Zorro US Gold

SO YOU WANT TO WRITE A FILM AND TELLY GAME?

Here's a list of essential ingredients to incorporate...

- **A bloke walking around shooting things.**
- **Er...**
- **That's it.**



TOP TEN ANNOYING THINGS THAT PEOPLE DO IN CINEMAS

1 Singing along to the Kia Ora advert (and doing the 'I'll be your dog' bit).
2 Sitting on the seat in front of you, making it fold down and squash your feet.
3 Snogging.
4 Eating sweets with noisy wrappers.
5 Giggling all the way through.
6 Asking you to stop giggling.
7 Passing you sweets every five seconds.
8 Telling you what happens next.
9 Trying to suck up the last drop of drink with a straw.
10 Getting up and leaving at the split-picosecond the film finishes, having spent the last five minutes putting on their coat and stuffing all their litter under the seat.

TOP FIVE CINEMA ADS

1) The Butterkist one (ra-ra-ra).
2) The Kia Ora one.
3) The really crap one for the local tile centre.
4) The Sunshine Coaches one.
5) The insurance one with the crummy jingle.



LICENCES ON THE CHEAP

A fiver doesn't buy much these days, but it's generally the most the budget houses can afford when it comes to licence purchasing. Cheapie film and telly games, therefore, tend to be a bit, er, obscure.

SOOTY AND SWEEP
Alternative





Worra pair of fairies. Whatever happened to Basil Brush, that's what I want to know.

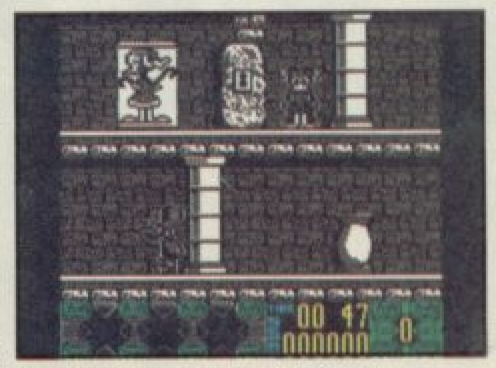
Here's another mystifyingly well-known program. But why make a game out of it? It was bound to end up as a walking-around-collecting-things game. Sweep's left his bones lying around all over the house and, rather than kicking his teeth in, Sooty decides to help him clear them all up. This means wandering round, picking up bones and trying to avoid all the creepy-crawlies that have sneaked in from the garden.

It's a dire idea, of course, and the only ray of hope is the two-player option where Sooty and Sweep are competing to collect the most bones. And calling it 'a game for younger players' is no excuse either.

VERDICT — 36°

Lights	Camera	Action	Cut
45	50	35	29

COUNT DUCKULA
Alternative


Aw, innee cute? He could take a bite out of my neck anyday. *(Eh? Ed)*

At last a decent licence and a half-decent game. *Count Duckula* is a mildly amusing cartoon along the same lines as *Danger Mouse* (who's got a couple of computer games of his own), and its central character is a vampire duck. He's a 'nice' vampire, naturally, and your job is to help him, erm, walk round collecting things. Sob. But that's what we're stuck with, so let's make the most of it, eh?

It's just about the best budget licence around actually, with attractive graphics, plenty of rooms to explore, lots of mapping potential and a particularly odd cheat mode. But original it's not.

VERDICT — 70°

Lights	Camera	Action	Cut
75	46	55	69

POSTMAN PAT
Alternative





Oh look, here comes Postman Pat. I know, let's puncture his tyres for him, shall we, boys and girls?

Postman Pat, as you probably know, is a lump of plastic that stars in one of television's more nauseating kiddies' programs. He's irritatingly smug, overwhelmingly tacky and inexplicably popular. There's Postman Ruddy Pat merchandise everywhere you look, and the licence was bound to be snapped up by some eager cheapie software house.

This is the result, and it's a predictable walk-around-delivering-things game. Pat drives around in his van stopping at houses where's he's given errands to run. And that's about it really. All it excels at is being as boring as the telly program. Buy it for your kids? They'll never speak to you again.

VERDICT — 49°

Lights	Camera	Action	Cut
58	85	42	40


PANG
SPECTRUM
CASS & DISK
AMSTRAD
CARTRIDGE
COMMODORE
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COMPOWINNERS

Hold onto pocket money! (You're bound not to have won anything.)

WINNERS

CHRISTMAS MEGACOMPO (CONT)

Three *YS* rucksacks go to **Simon Bates** from Walmley, W Midlands, **G Hodgson** from Penrith, Cumbria and **Paul Clark** from Nth Hykeham, Lincs.

Ten *YS* Mugs go to **Richard Meenagh** from Craigavon, Co Armagh, **Gary McKendrick** from Sunderland, Tyne and Wear, **J Edwards** from Kings Heath, Birmingham, **A Hargreaves** from Stockport Cheshire, **Matthew Priest** from Heaton Mersey, Stockport, **Adam Lighterness** from Dagenham, Essex, **Mark Yerrell** from Darlington, Co Durham, **Glen Draycott** from Grimsby, S Humberside, **Nigel Turner** from Aylesbury, Bucks and **Carl Copeman** from Norwich, Norfolk.

Fifty (gulp) lots of *Power Drift* stickers and posters go to **Michael Bootle** from Gillingham, Kent, **Scott Redfern** from Stoke-on-Trent, Staffs, **Paul Borg** from Eccles, Manchester, **Daniel Hawkins** from Hornchurch, Essex, **Paul Maloney** from Edenderry, Co Offaly, Eire, **N Vallis** from Hanworth, Middx, **Gordon Leckie** from Newton Mearns, Glasgow, **Julie Brown** from Leeds, W Yorks, **Bryan Hodgson** from Sunderland, Tyne and Wear, **Lee Gallagher** from Rhyl, Clwyd, **Colin Ball** from Aylesbury, Bucks, **Stephen Day** from Nailsea, Bristol, **Chris Hall** from Pensford, Bristol, **Jamie Browning** from Eastcote, Middx, **Mark Graham** from Perth, **John Lee** from Doncaster, S Yorks, **Vivian Jones** from Swansea, W Glam, **James Wylie** from Pollok, Glasgow, **Francis Harker** from Bigley, W Yorks, **Mr G Robson** from Knottingley, W Yorks, **Lee White** from Firth Park, Sheffield, **K Grimes** from Ely, Cambs, **Tim Black** from Cookstown, Co Tyrone, **Martin Graham** from Lenzie, Glasgow, **Jonathan Ball** from Tycoch, Swansea, **Adam Ball** from Cirencester, Glos, **Greg Gillen** from Cambuslang, **Jason Smith** from Cranbrook, Kent, **Darren Burke** from Strabane, Co Tyrone, **Samuel Gill** from Wrexham, Clwyd, **Greg Westwood** from Stourbridge, W Midlands, **Damon Harris** from Northfield, Birmingham, **Mark Watkins** from Kingstone, Hereford, **Alan Talbot** from Whitecross, Hereford, **Peter Ives** from Coventry, W Midlands, **Ashley Hooper** from Hamilton, New Zealand, **Benjamin Powell** from Maidstone, Kent, **Paul Ranyard** from Market Basen, Lincs, **Steven Buchan** from Middlesbrough, Cleveland, **Steven Thwaites** from Market Basen, Lincs, **Ian Boyle** from Liverpool, **David Finnie** from Redhill, Surrey, **Martin Norburn** from Sevenoaks, Kent, **Neil Grantham** from Radford, Coventry, **Darren Youll** from Sunderland, Tyne and Wear, **James Chard** from Exeter, Devon, **Mark Omara** from Dalbeattie, Kircudbrightshire, **Ewan McKay** from Packwood, Solihull, **Andrew Bruce** from West Kilbride, Ayrshire and **Wayne Dennett** from Warminster, Wilts.

Ten copies of *The Story So Far Volume IV* go to **Ben Whittaker** from Hall Green, Birmingham, **Frankie Mathieson** from Helston, Cornwall, **Matthew Walters** from Wolverhampton, **Philip Benson** from York, **Alexander Leicester** from Warrington, Cheshire, **Simon Byrne** from Broadbottom, Cheshire, **Mark Sayers** from Rotherham, S Yorks, **Andrew Stone** from Oxford, Oxon, **Philip Cowling** from Bracknell, Berks and **Lee Stratham** from Tamworth, Staffs.

Twenty copies of *Dr Doom's Revenge* go to **Gary Robertson** from Broughty Ferry, Dundee, **Amir Hosseinpour** from Southall, Middx, **Leigh Samuels** from Ashford, Middx, **Carl Skerritt** from Wellingborough, Northants, **Daniel Walker** from Ellon, Aberdeenshire, **Ashley Thorne** from Allenton, Derby, **Steven Shotliff** from Upholland, Wigan, **Adam Postans** from Witney, Oxon, **Neil Campbell** from South Queensferry, Edinburgh **Derek Grose** from Kinross, Tayside, **Paul Berlemont** from Northolt, Middx, **Paul Langrish** from Christchurch, Dorset, **Nicholas Sephton** from Coventry, W Midlands, **Ian and Kevin Whatcoat** from Nottingham, **Les Roberts** from Claughton, Wirral, **Robert Millington** from Waterthorpe, Sheffield, **Sam Rose** from Ipswich, Suffolk, **Emil Sundberg** from Molnlycke, Sweden, **Richard Bridge** from Via Hyde, Cheshire and **Caroline Clark** from Bungay, Suffolk.

Five Competition Pro joysticks go to **Anna and Emma Liderth** from Norwich, Norfolk, **Neil Curtis** from Leyton, London, **Dominic Morris** from Malvern, Worcs, **Daniel Fielding** from Lakenheath, Suffolk and **Simon Page** from Aylesbury, Bucks.

Twenty five Activision T-shirts and things go to **Ian Edwards** from Sawbridgeworth, Herts, **Geoffrey Heath** from Gt Wyrley, Staffs, **Paul Williams** from, erm, BFPO 35, **Mark Grocott** from Shrewsbury, Shropshire, **Mark Drysdale** from Dalbeattie, Kirkcudbrightshire, **Mark Rooney** from Bradford, W Yorks, **Kevin Gates** from Letchworth, Herts, **John Benton** from Woolston, Warrington, **Ben Rapier** from Cwmbran, Gwent, **Kelvin Hill** from Cannock, Staffs, **Jason Smith** from Corby, Northants, **Roy Cardy** from New Southgate, London, **John Williams** from Gunnislake, Cornwall, **Colin Lacey** from Bingham, Notts, **James Etty** from Newton-on-Derwent, York, **Nicholas Harrison** from Hull, Humberside, **James Walker** from Hereford, **Andrew Dawson** from Harwood, Bolton, **DJ Lambert** from Bridgwater, Somerset, **Anthony Ritchie** from Didcot, Oxon, **Simon Price** from Hodge Hill, Birmingham, **Niki Daines** from London E18, **Liza Westwood** from Bingham, Notts, **Timothy Moore** from Norwich, Norfolk and **Christopher Ledger** from Stapleford, Nottingham.

Twenty copies of *Kenny Dalglish Soccer Manager* go to **Lee Fairweather** from Diss, Norfolk, **Mark Hodgson** from Twickenham, Middx, **Declan Mahon** from Wrexham, Clwyd, **Paul Beskaby** from Yarm, Cleveland, **Paul Evans** from Wrexham, Clwyd, **Dean Croker** from Reading, Berks, **Steven Marson** from Rugeley, Staffs, **Matthew Betts** from Raunos, Northants, **David Brown** from Dudley, W Midlands, **Terry Bray** from Dagenham, Essex, **Simon Stapleton** from Whitefield, Manchester, **Dominic Brookman** from Kenilworth, Warwickshire, **Kenneth Irvine** from Alyth, Perthshire, **David Newman** from Pershore, Worcs, **Paul King** from Salisbury, Wilts, **James Fletcher** from Nuneaton, Warks, **Nicholas Michael** from Twickenham, Middx, **Kevin Veness** from Eastbourne, E Sussex, **Ian Paice** from Sutton Leach, Merseyside and **Christopher Reed** from Hartlepool, Cleveland.

One of either *Pro Powerboat Sim*, *Monte Carlo Casino* or *MiG 29 Soviet Fighter* go to **Antony Williams** from

cont

COMPOWINNERS CONTINUED

Kidderminster, Worcs, **Graham Phillipson** from Darwen, Lancs, **N Sharpen** from Kings Lynn, Norfolk, **A Griffith** from Polmont, Stirlingshire, **James Sneddon** from Falkirk, Stirlingshire, **Roger Nilsson** from Hoting, Sweden, **Kuljit Bahia** from Warley, W Midlands, **Jamie Wallace** from Monike by Dundee, **Richard Legard** from South Lave, N Humberside, **LR Lucas** from Tile Cross, Birmingham, **Stevan McCann** from Aberdeen, **Dualta McQuaid** from Dunganon, Co Tyrone, **Linus Staeffler** from Kirchbrak, W Germany, **Mark Bennett** from Burn Cross, Sheffield and **John Knepshield** from Sutton-in-Ashfield, Notts.

Ten copies of *Operation Thunderbolt* go to **Martin Frost** from Sheffield, S Yorks, **Jon Davies** from Grantham, Lincs, **Gavin McCarthy** from Ackworth, W Yorks, **Ali Chakera** from N Hillingdon, Middx, **Glen Ivey** from Andover, Hants, **Miss SM Belcher** from Sawbridgeworth, Herts, **Nicholas A Howden** from Ilford, Essex, **Lewis Leopard** from Tonbridge, Kent, **Gerald Paterson** from Bridge of Don, Aberdeen and **Allan Mapp** from Cannock, Staffs.

Twenty Image Works T-shirts go to **Robert Stanton** from Kilburn, Derbys, **BK Collier** from Ossett, W Yorks, **Mark George** from Bournemouth, Dorset, **Matthew Lewis** from Horsham, W Sussex, **Graham Bowden** from Top Valley, Nottingham, **Adrian Price** from Wrexham, Clwyd, **Brendan Crowther** from Ashby de la Zouch, Leics, **Leigh Gilson** from Slough, Berks, **Gareth Baker** from Leominster, Herefordshire, **Scott Hyde** from Highcliffe, Dorset, **Neil Taylor** from Redcar, Cleveland, **Jon Simcoe** from Kettering, Northants, **Manesh Mistry** from Denton, Tameside, **David Barnett** from Gospel Oak, London, **John Tutin** from Darlington, Co Durham, **Jon Street** from East Ham, London, **Mr N Walker** from Heywood, Lancs, **Scott Morris** from Falkirk, Stirlingshire, **Mr J Hawthorne** from Chatham, Kent and **Anthony J Mays** from Hodge Hill, Birmingham.

And if you've just read through that lot in vain all we can say is, er, "Sorry", and "Try again this Christmas".

CD ROM, ROM, ROM

There was a pretty strong temptation to keep hold of the Sony Discman of March's compo but it was **D Morrison** from Belfast who finally won it, the lucky person.

Five second prize winners each get a Codies CD Games pack. Their names? **Matthew Blackburn** from Wigan, Lancs, **Wayne Bontoft** from Chesterfield, Derbys, **Daniel Brice** from Kingswood, Bristol, **Dominic Connolly** from Belfast and **James Lindsey** from Pinner, Middx.

And ten runners up get a selection of corking Codies games to chew on. They are **Christopher Barlow** from Woolton, Liverpool, **Robert Challis** from Cambridge, **Adrian Cobbin** from Ripon, N Yorks, **Owen Dent** from Wigan, Lancs, **Klaus Donner** from Offenburg, W Germany, **Antony Fiddes** from Leeds, **Mr P Lewis** from Belmont, Hereford, **Ge Ching Man** from Edgware, Middx, **Andrew Owen** from Caernarvon, Gwyedd and **Andrew Parker** from Sunderland, Tyne and Wear.

NIGHT HUNTER COMP

This one cropped up in March, and the first prize, which goes to **Anthony James** from Willenhall, W Midlands, was a spooky video recorder along with three Dracula vids.

The runners up, who'll each receive a copy of *Night Hunter*, are **Steven Basford** from Letchworth, Herts, **Scott Beattie** from Carluke, Lanarkshire, **KP Bodaly** from Rushden, Northants, **Heather Buckley** from Sheffield, **Paul Haing** from Weston super Mare, Avon, **Paul Hickey** from Worcester Park, Surrey, **Stuart Jamieson** from Burton-on-Trent, Staffs, **Dean Jenkins** from Cwmbran, Gwent, **Eoghan Kenny** from Ferrrybank, Waterford, Ireland, **Andrew Launders** from Sheffield, S Yorks, **Michael Leahy** from Carrigtwohill, Co Cork, Ireland, **Thomas Murphy** from Knights Hill, London, **Craig Payne** from Dundee, **Mark Pleasants** from Kings Lynn, Norfolk, **MJ Pullinger** from Basingstoke, Hants, **William Riggott** from Welton, Lincoln, **Giles Robinson** from Pedmore, Stowbridge, **James Stuart** from Minehead, Somerset, **Dominic Sykes** from Hathersage and Sheffield, **Mr B Wood** from Blackpool, Lancs.

CD PART OF TOWN

The winner who's won the delightful Sony Discman featured in the December '89 issue, is **Ben Futrall** from Guestling, E Sussex. What a lucky chap.

The runners up, who've each won a copy of *Op Thunderbolt* and an Ocean T-shirt, are **Stephen Ball** from Alvaston, Derby, **Alan Bennett** from Ballintemple, Cork, Ireland, **Martin Booth** from Llangollen, Clwyd, **Ben Collings** from Bromley, Kent, **S Denny** from Horley, Surrey, **Mark Duddy** from Whitehills, E Kilbride, **Mark Gregory** from Bradley, Huddersfield, **David Haffner** from Redditch, Worcs, **William Hart** from Poulton Le Fylde, Lancs, **T Hawthorne** from Gateshead, Tyne and Wear, **Rob Hunter** from Greenock, Inverclyde, **David Leahy** from Bolton, **Fraser MacRae** from Achnasheen, Ross-Shire, **Colin McBurnie** from Dewsbury, W Yorks, **Mark Strange** from Battle, Sussex, **Kelvin Thompson** from Reading, Berks, **James Tisserand** from Brighton, E Sussex, **Jonathan Watkins** from Porthcawl, Mid Glam, **Nicholas Witchell** from Tetbury, Glos and **Sam Woolf** from Highgate, London.

COLOUR TELLY

First (and by all means greatest) prize in this November '89 compo, a fab 14" remote control colour telly, goes to **Stephen Gill** from Edinburgh.

The runners up, each and every one the winner of a copy of *Gunship*, are **Andrew Colm** from Via Hyde, Cheshire, **Gary Bidgway** from Lincoln, **Andrew McCue** from Billericay, Essex, **Andrew Parker** from Sunderland, Tyne and Wear, **A Ritchie** from Didcot, Oxon, **Miss S Roston** from Rainham, Essex, **Paul Tunstall** from Darlington, Co Durham, **David Twiddle** from Beverley, E Yorks, **Richard Warren** from Melksham, Wilts and **Roy Wilkinson** from Accrington, Lancs.

FEB 90 "THAT'S NEAT"

A 'Marylin' art deco stereo radio was on offer in this one back in February. The winner? He's **James McGhee** from Norwich, Norfolk.

And the runners up? **Matthew Birch** from Rayleigh, Essex, **Martin Bruce** from Norwich, Norfolk, **Stuart French** from Bangor, Gwynedd, **Tom Guy** from Leigh-on-Sea, Essex, **Melissa Holloway** from Wyken, Coventry, **Stuart Hughes** from Linton, Cambridge, **Nick Jenkin** from Truro, Cornwall, **Cliff Lindsey** from Whittlesey, Cambs, **Steven Martin** from Palmers Green, London, **Jonathan Morales** from London SE28, **Mark O'Donnell** from Wrea Green, Lancs, **Andrew O'Shea** from Dumbarton, Scotland, **Chris Pearson** from Stockton-on-Tees, Cleveland, **Alison Rhodez** from Penge, London, **CJ Schuler** from Bracknell, Berks, **A Thomson** from Ilford, Essex, **Nicky Tume** from Welling, Kent, **Paul Vallis** from Kingston, Wilts, **Nicky Webster** from North Shields, Tyne and Wear and **Justin Woolgrove** from Barnstaple, N Devon.

HOW TO HACK

Gorra hacking problem? (And if you haven't, what's wrong with you?) This month JON NORTH answers your queries...

Oh dear. It seems that some of you are getting hopelessly lost by what I've been doing over the last few months. So, for a one-off special, here are a few of the questions I've been sent, and my humble attempts at answering them.

First up, I've had absolutely billions of letters asking about the SoftRom (well, one or two anyway). It's basically similar to a Multiface, but instead of 8K ROM and 8K RAM, the SoftRom has 16K RAM. You can load your own ROMs into it and call them up as and when; for instance, you could load the Multiface ROM into it and change it into a Multiface. It cost £65, but is at present unavailable (as far as I know). I got mine from one of Graham Mason's mates (remember him?), who builds them himself. If I find out where you can get them (short of *Input Output*) I'll let you know.

Someone who doesn't have a name and address, or who simply forgot to put them on their letter, asked what the E stands for in Basic numbers, such as 33e3. E stands for Exponent, or, in English, a power of 10. 33e3 is 33 with an exponent of 3, which is 10 cubed (1000), ie 33000. Easiest way to remember it is to think of 33 'e'xtended by three zeros.

Crosbie Smith, apart from sending his *Turrican* POKEs, asked how to handle R-register decryption loops with DevPac. Very simply, move the loop somewhere convenient, start it with a DI: LD A,num: LD R,A and finish with LD A,R: breakpoint. The value returned in A is two more than the value of R (the command LD A,R increments R by two), but remember that bit 7 is always either set or reset (when R gets to 127, it increments to 0, not 128). To work out how much R will be incremented, find the amount of bytes taken by the instruction WITHOUT THE OPERANDS (for instance LD A,120 and LD HL,40000 both increment R by one, but LD A,R or LD IX,23400 will increment it by two). Finally LDIR, CPIR and the other "repeating" instructions increment R by BC*2 (an LDIR with, say, BC=100 will increment R by 200 – but watch out for the seventh bit!).

A few of you wrote with problems hacking the *Zythum* loader, so here's **Wayne Hazell** of Rochester in Kent to explain it (I haven't seen it yet).

1) *Load the basic loader
2) POKE 23997,43: POKE 23998,45 to make it return to Basic
3) RANDOMIZE USR 23972 to load the main loader
4) POKE 40064,43: POKE 40065,45 to make it return to Basic
5) CLEAR 24150: RANDOMIZE USR 4e4 to load the game
6) CLEAR 65535 and either hack it in the normal way or enter your POKEs
7) RANDOMIZE USR 50944 starts the game

Cheers, Wayne, and thanks for the compliments!

Paul Miller is looking for more information on loaders. As I said at the start of the series, Paul, I'll be covering a different loader every month or two. I've already done Flashload and Bleepload, so get a few back issues!

A bit of a tricky one next. **Stefan Dawson** signs "Yours in complete frustratedness" after being unable to get *Project Stealth Fighter* to load into his +2 (with that tape deck I'm not surprised!). What should he do? I'm not sure, because I've only got a rubbery 48K (any unwanted 128s gratefully received), but generally the 128 paging routine is...

LD A,pageLD BC,7FFDOUT (C),A

The value in A is calculated by the following...

Bit 0-2: page number 0-7, which appears at C000-FFFFBit 3 : if 0 then screen is from page 5; if 1 then screen is page 7Bit 4 : if 0 then 128K ROM is resident; if 1 then 48K ROMBit 5 : if 1 then lock ULA in 48K mode. This is the same as typing "Spectrum" in 128K basic. Try looking for the above code in the loader and the game, and playing around with it. But please, if you're going to send me listings, send assembler code, not hex dumps!

I hope that sorted out your problems. Next month will see a mammoth Speedlock Special, covering everything from *Daley's Decath* in 1984 to *Vendetta*, only a few months old. If you've got any snags I advise you to see a doctor. If that doesn't help write to **Jon North, How 2 Hack, *YS*, 30 Monmouth Street, Bath BA1 2BW.** Catch you next month.

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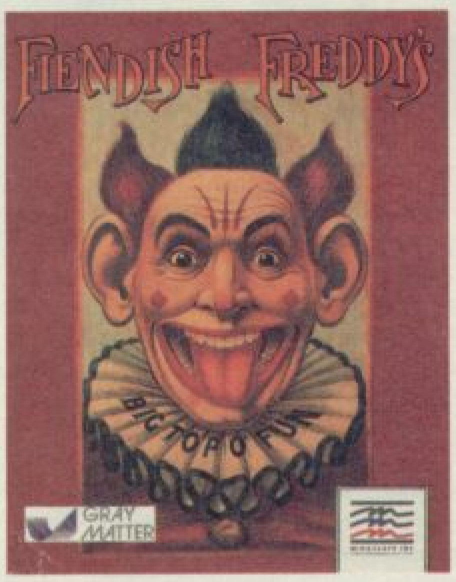
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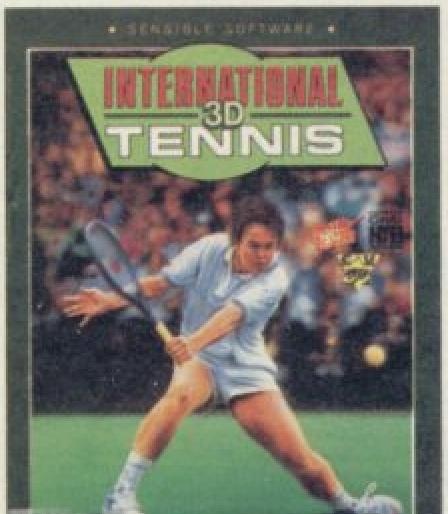
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S·L·O·T·S O·F FUN

PALAMEDES
Taito

It's Taito time again, folks, and I'll be painted magenta and marinated in lime pickle if it isn't another 'original' arcade machine. Take Ocean's *Plotting*, cross it with *Tetris*, and you'll get some idea of the gameplay. You (or you and a friend) direct a little cutesy chap standing at the bottom of the screen, while at the top rows of dice start appearing and descending. Let them come down too far and you get squished, so, er... your job's to stop them. You do this with the dice you're holding. By turning it so that it shows the same face as the dice you're aiming at, you can shoot one at t'other and it'll disappear. Now, if you're clever about this you can do it in various orders for greater effect. For example, you can get a 'straight' by hitting a 1, 2, 3, 4, 5, and a 6 which makes three or so rows disappear at a time, or a 'flush' by hitting six of the same number in a row which knocks out about four complete rows.

Once you've learned these special bonus thingies, *Palamedes* becomes very addictive, and playing against a chum simultaneously adds another perspective. It could make as good a conversion as *Plotting*, so I wonder if Ocean France have any plans. I know, I'll ring them up. (Dial dial.) "Bonjour Matelot, er... the plume de ma tante est dans le bureau... er..."

Overall – 80°
Convertibility Factor – 8

A pretty sure thing as far as puzzlers go. I'd look forward to it.



You can imagine almost exactly how this would look on the Speccy, can't you?

AIR INFERNO
Taito

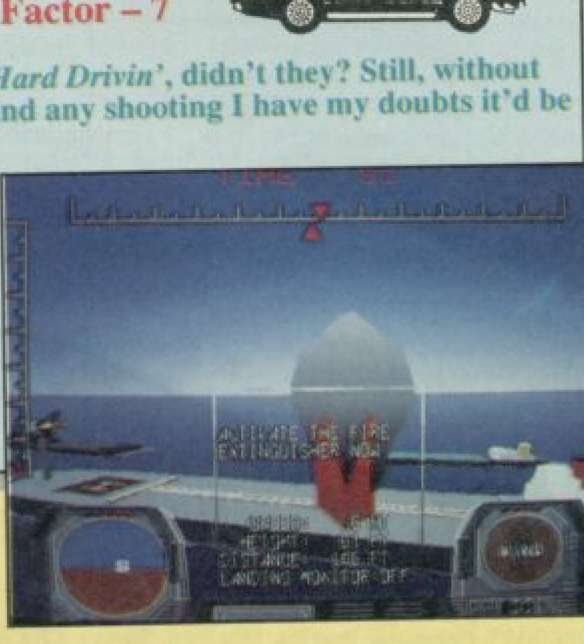
Well, it's been in the pipeline for yonks, but now, at long last, Taito's rather fab *Air Inferno* is about to hit an arcade near you. Take *Hard Drivin'*, make it into a helicopter game and this is what you end up with – a similar sit-downie cabinet (this one with digitised speech) with separate thrust lever and joystick, and a helicopter whizzing around a wonderful 3D-filled vector landscape. If you "buy the farm" then you'll also be able to see a rather moving replay of your antics (again in true *Hard* style). You can opt for four Start Game positions but beginners will probably opt for the Practice 'Learn To Fly A Heliwobbler' mode. Aided by the voice in your ears – "Increase thrust", "Increase altitude", "Go forwards", "Don't forget to wash behind your ears" – you take off and fly through two spotlights in a straight line, round, do the same thing again and land. There. That was simple, wasn't it? (Whaddya mean "No"!?)

Next up you come up against your real objective... no, it's not shooting Johnny Arab, or Ivan Redskie – it's fighting fires! That's right, all you're 'packing' in this coin-op is a water cannon! Still, don't let this put you off, 'cos when you've got good enough to fly over the burning oil tanker you'll hardly notice the absence of mindless violence! Although slow in pace, flying fans will lap up *Air Inferno*. The only trouble is that, like *Hard*, you'll probably have to part with a few sovs before getting a reasonably long game out of it!

Overall – 80°
Convertibility Factor – 7

They did it with *Hard Drivin'*, didn't they? Still, without the arcade frills and any shooting I have my doubts it'd be as big.

Hmm. What's that spikey red thing up ahead? Is it a fire? Is it some sort of spooky modern sculpture? (Best to soak it anyway, I think.)



OUT ZONE
Taito

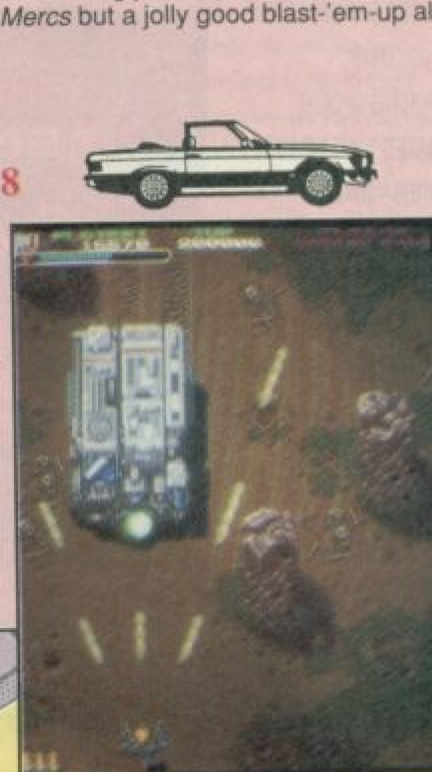
Remember *Mercs* from last month? Well, here's (yet) another Taito title and it's basically '*Mercs In Space*'. Well, not exactly in space – in a futuristic setting at any rate. Instead of three players, *Out Zone* only has two, but the vertically-scrolling shoot-'em-up action is just as frenetic (well, almost). Blast your way up-screen with your awesome firepower, shooting robots, huge tank sprites and doors obstructing your advance. Blowing away some baddies and crates should reveal power-ups, extra energy and weapon upgrades, but watch out for the holes in some of the landscapes or you're liable to fall through 'em and lose a life! Gad! Oh, and you've also got the now-obligatory limited super-weapon, a sort of hurricane of fireballs that sweeps up-screen obliterating all in its path (except, rather remarkably, your chum).

And that's *Out Zone* for you. Mind-numbingly unoriginal but cracking good fun. Perhaps not as good as *Mercs* but a jolly good blast-'em-up all the same.

Overall – 84°
Convertibility Factor – 8

Perhaps not a difficult conversion, but I suspect *Out Zone* would make for a rather mundane Speccy shoot-'em-up.

Here's a quick quiz for you – where've we seen exactly this sort of shoot-'em-up action before? Ikari Warriors? Commando? Mercs? *(Answer – you're all right!)*



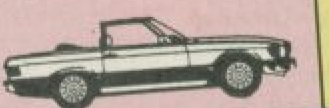
MAGIC SWORD
Capcom

Okay, so it's a different manufacturer, but *Magic Sword* scores just as pitifully low in the originality stakes as the others. It's a trip back to an age of swords, sorcery and magical jiggery-pokery again, Spec-chums – in fact, it's not too far removed from a side-on viewpoint version of last month's *Dark Seal*. But, that said, I did spend rather a lot of the *YS* swear box takings on this little number.

Scrolling from left to right, one or two players make their way through numerous levels representing floors of a towering castle thingy. There are beasts to be killed and chests to be opened utilising your 'magic sword', which not only lunges, parries and thrusts, but also carries a natty line in lethal fireballs.

On each level you're on the look-out for keys. These in turn open cells that you come across. The occupant, be it a wizard, warrior, warrioress, or axe-wielding giant, will be so grateful that they'll join you in your quest, firing as you fire and adding their skills to your own. A nice touch that adds phenomenal firepower to an unoriginal but hugely playable coin-op.

Overall – 86°
Convertibility Factor – 8



As original as the Mona Lisa by Da Vinci – Harry D Vinci of Eltham, that is. Still, could make a cracking conversion.

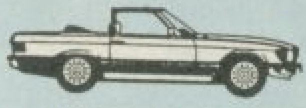


Original no. Fun yes.

BATTLE SHARK
Taito

I mentioned this little number in last month's Arcade News. It's another Taito title (I'm sorry) but at long last things are looking fairly original. The cabinet stands out for one, since it incorporates a sit-downie bit and a periscope – so no prizes for guessing it's a submarine game. Well, a special submarine anyway. It can also fight on the surface like a motor torpedo boat, which in turn assures you a fair variety of adversaries. Starting in Jacques Cousteau mode you pilot the sub, scrolling into the underwater screen, blasting enemy subs and vicious fishes, and finally finding the end-of-level enemy base. Level Two puts you on the surface against boats, helicopters and jets! All the while you shoot by manipulating the two periscope twist-handles to move a gunsight cursor on-screen (like *Oppo Wolf*). Oh, and you can replenish torpedoes, fuel and energy by shooting colour-coded bubbles. Worth a sesh, not least because it's the cheapest machine in the arcade (well, ours at any rate)!

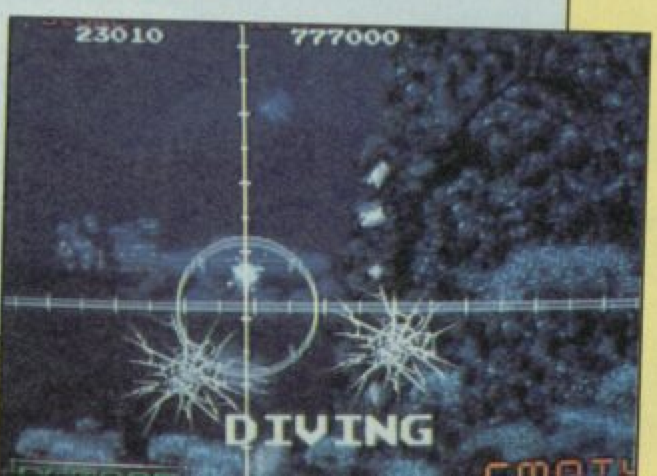
Overall – 87°
Convertibility Factor – 8



Well, *Oppo Wolf* did the biz despite having lost the coin-op's Uzi, so maybe *Battle Shark* could do the same without its gimmicky periscope.

Up periscope! Down periscope! Dive! Dive! Dive! (I love submarine films.)



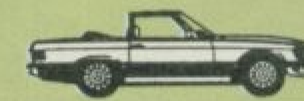


Davey's Corky Coin-Op
MAJESTIC TWELVE
Taito

Oh no... not another... Taito title!? Mmm. Mind you, despite the exclamations, *Majestic Twelve* happens to be (rather spookily) my fave slotty for this month. Hurrah!

So guess what it is. Yep, it's that oldest of old computer game titles, a spruced-up state-of-the-art *Space Invaders* (a game so old it wouldn't be surprising to find its original cabinet on *Antiques Roadshow*!). The beauty of *Majestic Twelve* lies in two factors – firstly, because of the nature of the original *Invaders*, the pace is much slower than contemporary arcade fare. Now this may be a bad thing for some but for me it means games last a lot longer and subsequently offer better value for money. Secondly, although it isn't an entirely appealing idea (and a definite sign of the lack of ideas coming out of coin-op designers' heads at the mo) *Majestic Twelve* works because it's not only got spanky brand-new graphics but it's also a largely irreverent treatment of the original. Just check out the Cattle Mutation sub-game – it's so weird it could be French! In this part you've got your base at the bottom, but grazing under it are about a dozen black and white fresians! Hovering overhead are some brilliant B-movie saucers. Suddenly one of the cows will start wibbling about (no, it's not mad cow disease – it's a saucer's tractor beam!). Suddenly the game is more like that other classic, *Defender*, as saucers swoop down and lift the cattle towards the top of the screen. Shoot the cow and it says "Ouch", shoot the saucer and the cow says "Thank you"! *Majestic Twelve* is a welcome 'moo' treatment of a coin-op landmark.

Overall – 89°
Convertibility Factor – 8



Although the fab multi-coloured arcade graphics couldn't make it to the Speccy, much of the zaniness and rather gallic gameplay could. (Well, I'd buy it anyway.)



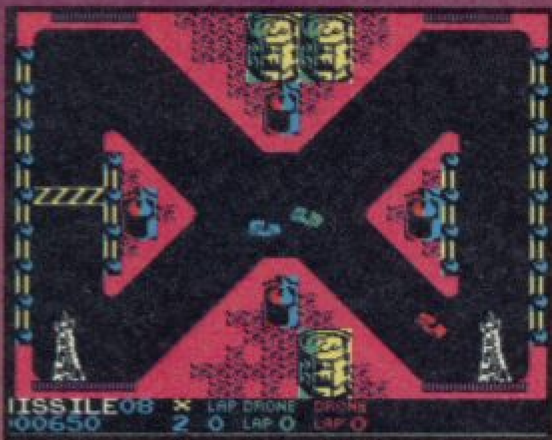
It's amazing what a difference a few pretty backgrounds and quirky touches can make to the oldest of games, isn't it?

ARCADE NEWS

With such a dearth of game innovation at the moment the only 'new thing' to hit the arcades recently has been the Neo Geo console. Slotted into arcade cabinets, it offers five or six arcade quality titles all in the same machine. Is this the shape of things to come?

Not really too relevant for Speccy conversion but one arcade inhabitant I've been spending a few pennies on is Data East's cracking *Back To The Future II & III* pinball machine. Funny how it all goes full circle, isn't it? I mean, *Invaders* back in the arcades, and a coin-op manufacturer making a pinball game!? Wonders never cease. And that's why I'll be back next month when once again I'll be able to say "Come on down, it's *That's My Dog*! Er... Slots Of Fun".

BADLANDS



And here we have it – a typical *Badlands* screen. Would you believe you're the little blue car, at the back as ever?



Last again, but not for long - that weedy little yellow dot between us and the green car is actually a bullet! Fry, matey!

Tengen (Domark)
£9.99 cass/£14.99 disk



Linda Hi. I'm the new girlie and I don't like this driving lark at all. In fact, it scares me silly – I cower in the back seat with the window open in case of emergencies. Even racing round a screen makes me feel a bit funny. But just for you I've persevered and got round all eight tracks without throwing up once! (Well, I was impressed anyway.)

But all eight tracks of what, I hear you ask? Well, this game of course – a sort of post-holocaust *Super Sprint*. Come on, take my hand and we'll go off for a good old gander at the future together, shall we?

Right, we're here, but what's there to see? Well, if I'm not very much mistaken, right over there are the Badlands, a series of tracks which've been built in the devastated nuclear landscape (apparently after the bomb drops it's going to be the survivor's top priority to get a racetrack together. All perfectly natural and sensible it seems to me). It's 50 years after all-out mega-destruction then, and this is where it's all happening.

There are eight tracks in the Badlands, but that's about all – it's a bit of a boring place really, unless all you want from life is some good racing (in which case it's probably dead exciting. Me, I'd rather have a good chippy and some flowers).

So how's the game work? Well, to start with I'd better say you can play this one on your little ownsome or, if you're really lucky, with a friend. Other players can join in at any point (so if your pal comes round in the middle of a race there's no problem) which also works out pretty handy if you think the other player is crap and boring – you can just ditch him (or her) and start having some real fun. Having said that, this is one of those games where it's much better fun with two (unless you're one of those aloof and enigmatic – ie boring and unsociable – types of course).

The eight tracks correspond to eight levels of play, and the plan is to get round the lot in superfast time. If you come last out of the three cars more than once you lose a life (at least one is always computer-controlled). Lose all three lives and it's game over, matey.

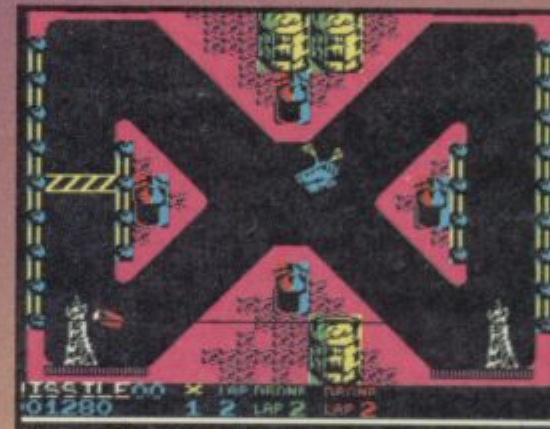
Okay, so you're tucked up nice and cosy in the hot seat and ready to go. In true *Super Sprint* fashion (those of you with shorter memories might be better off comparing it to last month's *Ivan 'Ironman' Stewart's Super Off-Road Racer* or numerous old Codies games) you're looking down on the complete course which neatly wraps around to fit on the one screen. Some are a figure-of-eight shape (with slightly wobbly bits where your car goes under the track and you can't see what you're doing), some are simply a loop. What they all have in common though is a black featureless surface (so the little coloured cars and icons that litter the track show up quite well) and rather more complicated static background graphics. There aren't many controls to worry about (just Accelerate, Brake, Left, Right and Fire) so you won't need to over-exert those precious brain cells (a good thing, especially for old people like me).

The first couple of tracks should prove pretty easy – use your time to pick up any strange spanners you see lying around. These may look a bit stupid but they're in fact incredibly useful – get enough and you can earn extra big points with which you can buy all manner of fab and groovy additions to your car. You can make it go even quicker or arm it with more weapons and shields (sorry, I forgot to mention – this game has a *Roadblasters*-style shooting element tacked on). What they won't do is help you dodge all the things littering your way – oil slicks, missiles, nasty sharp turns, falling masonry, barriers which have a tendency to shut the minute you reach them and horrible, horrible tunnel things which (as I mentioned earlier) force you to drive blind and can be very confusing.

So, what's the verdict? Well, *Badlands* is a pretty straight coin-op conversion (it seems like about the 60th Tengen one Domark have done now) and is pretty much like any other overhead-view track game you could mention really (though with the addition of shooting to spice things up). The graphics aren't brilliant, but it's still fast and fun and just a little bit addictive – especially when you get onto the freeway overpass where there's a good roundabout. (Well, I liked it.)

Basically what this comes down to is another racing offshoot of *Super Sprint*, and while it's not the most exciting one around by a long shot, it's all right. Mind you, the graphics do tend to smack horribly of budget game territory – it's not half as pretty, fun or clever as *Ironman* for instance, with its bumps and nicely animated little 3D trucks.

There are some neat touches (like the helicopter that picks up the ruined enemy cars once you've trashed them) but it's not especially recommended – especially since the vast majority of you will own at least one very similar game already. Still, it's no great embarassment either.



Nope, it's not some spooky blue hazard – that's actually a helicopter in the middle, returning an injured car to the track.



Here's a more complicated one – a roundabout, a bridge over the track and some other stuff that won't fit this space.



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
66°	63°	75°

DIAGNOSIS

Rather ordinary *Super Sprint* lookalike with knobs on. Pales massively next to *Ironman*.

INSTANT APPEAL 65°

YS ADVE



Just call me Del-Boy Trotter this month – I could do a roaring trade in second-hand adventures if only I had any. Several readers have written in trying to get hold of various goodies, old and not-so-old, so let's see if somewhere out there in the big wide world of *YS* readers we can't come up with what they want.

Take **Karen Tyers**, a Picture of Innocence. Not literally of course – that's the name of the ancient creaking Spectrum adventure she'd like to get hold of. If you've got a copy to give, loan or even sell then contact Karen at 19 Pams Way, West Ewell, Surrey KT19 0HA.

Another female seeking favours is **Vicki Green**, 26 Northmoor Way, Northmoor Park, Wareham, Dorset BH20 4SJ. Vicki's been trying (and failing) to track down a copy of Level 9's *Red Moon*. She's prepared to pay a reasonable price for an original, though she wouldn't refuse a free gift if anyone offered!

Then there's **Mark Hardisty** of 8 Portland Avenue, Aston, Sheffield, South Yorkshire S31 0FN. Mark wants an original *PAW* with full instructions and will swop four



arcade games for it (wise man) – *Turbo OutRun*, *The Untouchables*, *Fantastic American Football* and *Quattro Power* (whatever that is). Alternatively, he could check out this month's Coupon Corner. And ta for the *Big Sleaze* solution, Mark.

Becca Stares doesn't want a game as she's already got one, *The NeverEnding Story*. Trouble is, when she burns the thorns at the entrance to the tunnel and tries to enter she's told YOU'LL HAVE TO GO ALONE and she can't enter, even if she is alone! Has anyone come across that problem and solved it? If so, contact Becca at 186 Kings Road, Swanage, Dorset BH19 1HT.

A nice letter from **David Rendall** of Greenwich in London, who's first past the post with a solution to Zenobi's *Crack City*. David says it's a very tough adventure, even if you have the cryptic clues from the publishers! Just to get started, he recommends dusting the ashtray and then using it to solve the wobbly leg problem. He also says thanks to *YS* for the *Mindfighter* solution, which encouraged him to buy the game – and he got one of Activision's last four copies in stock! Now he's thoroughly enjoying it (even though it's another toughie).

While it's winter up here, it's summer way down yonder in South Africa, home of **Andy McCall** of 306 Mount Curtis, 307 Main Road, Sea Point, Cape Town 8001, South Africa. I've put the address in 'cos Andy needs help on *Venom*, which there's a distinct lack of in my flies... I mean my files. Can anyone help him out? He's got as far as obtaining the circlet, but what does he do with it?

Someone's trying to muscle in on the backwards writing

Last month's soopa-doopa solution special meant I missed out on giving you your regular dosage of news – so now I've got so much to tell you that it's coming out of my ears (yuck!) and I'm going to have to give it some one-month-only extra space. (Ooh, it's all happening on the Speccy adventure scene, folks...)

Colin Jordan isn't exactly prolific as an adventure author, but, by gum (as we say up north), he's done some good stuff. First there was *Inspector Flukeit*, and then there was the *Great Peepingham Train Robbery*, both excellent adventures that used Colin's own creation, the 'Worldscape' adventure system — that's why he's not as prolific as some, 'cos he writes all his own code. But at last he's come up with another adventure, and this one's decidedly different. It's called *Five On A Treasure Island*, and is based on the very first of Enid Blyton's Famous Five novels. Ah yes, I remember them well, used to love reading them back in the... well, a long, long time ago. It's been approved by the Blyton Estate, and should have been released by the time you read this (unless you're a very slow reader). Publishers are Enigma Variations, 13 North Park Road, Harrogate HG1 5PD (tel 0423-501595).

But before you go putting in your order, desist for a mo'. The first version to be released will be for the SAM Coupé only, making it the very first SAM-specific adventure. It's got full graphics, and allows you to *become* any of the four human characters (what, no dog option?), which means you can split up and go wandering all over the place. Great for exploring different directions, or even playing with a few friends and taking turns. The disk version will have extra graphics, and...

NTURES

by MIKE GERRARD



...should be followed by a 128K version, though the publishers are undecided about doing a 48K job (which would have to be text-only because of the size of the game). 48K owners should write to Enigma and demand one at once!

Of course, Enigma Variations are nothing to do with *Enigma* the tape fanzine, which is now out every month. The mad fools. The adventure section seems to get bigger every issue, and issues seven, eight and nine each carried one part of the wondrous *Jekyll And Hyde* adventure, in both 48K and 128K versions. Issue nine will, however, be renumbered as issue one to celebrate the launch of the 'zine on a monthly basis.

Confusing, what? *Enigma* also supports the SAM, so get out there and support *Enigma*, that's what I say. If you send an sae to Jon Rose, 14 Lion Road, Nyetimber, Bognor Regis, West Sussex PO21 3JZ then he might just let you have details. Jon also apologises for having to suspend his adventure helpline, but with the increase in work he just can't cope. I know the feeling!

Now I know some of you have got more than one. Computer, that is. And if you happen to have an Atari ST or a friend who's got one, you might be interested in the solution service offered by our old pal John R Barnsley, 32 Merrivale Rd, Rising Brook, Stafford, Staffs ST17 9EB.

Spec-chums should note that John's got four disks crammed full of Speccy adventure solutions, over 20 solutions per disk, and they're available at only £2 per disk, including postage (but only for the Atari ST). There's also a *Bard's Tale* disk with maps and solution, and though that's also for the ST version of the game, anyone playing it on

lark, methinks. I refer to **Xam Renrut** of Chiswick, who says he bought the excellent *Best Of The Indies* compilation but is now stuck in several of the games on the tape. In *Cloud 99*, how to get the token out of the drain? ELTTEK MORF RETAW RUOP. That makes the token HCAER NIHTIW TAOLF. And what to do with the gold dust? REKOHC BUR. In *Retarded Creatures And Caverns*, what is the name of the stone-elf? ODRAN SI EMAN EHT (you can find it on the lintel).

EF Goring of Hastings wants advice on how to get started in *Inca Curse*, because he's fairly new to adventures and can't see how to get into this one. Attention – this bit's going to be forwards, folks, so skip to the next paragraph if you don't want to see it! In the clearing you should get the stick, remove the leaves, then use the stick at the door to break the latch. You need a rock to break the lock, and then eventually you can use that strange command, from the old days when adventures could only understand two words and not a full sentence – GO DOOR.

In *Apache Gold*, asks **Paul Talbot** of Newport, what use is the pipe of peace? Use it to RELLITSID EHT XIF. **Chris Denton** of Redhill asks if *Star Wreck* is useful for anything other than taping over with the Radio One Top 40? The answer is NO!

David Nimmo from West Lothian has completed *A Legacy For Alaric*, but hasn't got full marks as he doesn't know how to get the seed to grow. To do that RESILITREF HTIW LLEW TI BUR. David puts in a quick plug for Zenobi, which he reckons is "surely the best company for Spectrum adventures".

Brian A Neale asks me to print his address. Anything



to oblige – 259 The Glen, Palacefields, Runcorn, Cheshire WA7 2TF. He has an ulterior motive, of course, apart from boasting that he's just solved his first adventure, Tartan Software's *Escape*. He wants to hear from anyone (preferably female) who wants a 16-year-old adventure-playing penpal. "And is *GAC* worth investing a quid in?" Brian also enquires. "Yes, basically." (I do like these easy questions.)

Tonsaprobs from **Karen Rose** of Warley in the West Midlands, the cheeky little monkey. In *Castle Eerie*, how do you pass the photo-electric beams? ELBAT NO DRAOBROOLF YAL. How to get past the guard to go upstairs? YAWA SEOG EH LLIT TIAW. In *Shipwreck*, how to get off the ship before it sinks, as she's found a lifeboat but can't lower it? PMUJ DNA ELOHTROP NEPO (but collect a few objects together first).

In *Mafia Contract I*, how to open the steel doors at Vincetti's office? REHCNUAL ERIF. In *Mafia Contract II*, how to catch the bus without getting killed? That, he says forwardly, is just a case of getting the right bus at the right bus stop. Finally, in *Fuddo And Slam*, how do you get past the alien mothership? EKOP A DEEN OUY.

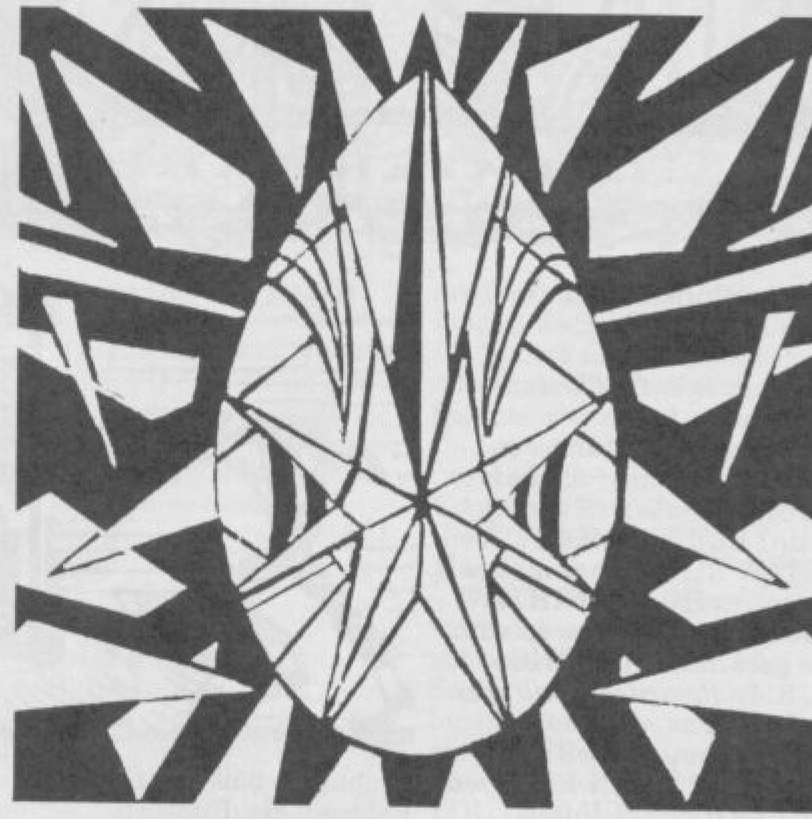
Here's a message to **Carlos Sisi** who resides somewhere in Malaga and has been waiting for a reply from me for ages. The reason he hasn't had one is down to the foreign habit of putting your address on the outside of the envelope, and not on the actual letter itself. So what happens when you lose the envelope? You can't reply to the letter, of course. Carlos was involved in the writing of a Spanish adventure, *El Ojo Del Dragon*, which is being translated into English as *Not So God Almighty*. The Spanish version's got good reviews for its atmospheric graphics and interactive characters, so can Carlos send the English version to me for review? To be honest, he'd be better off trying one of the software houses to see if they'll publish it in England. If it's published from Spain, not only will no-one want to send money all that way, but copies may get lost in the post and you've also got the problem of paying in a foreign currency. Much easier to try to sell the rights to an English company who can market it for you.

And finally a very quick "Hello" to **Jorge Longo** of Canidelo in Portugal, for his helpful comments on *Mindfighter* and adventuring generally. Jorge ends his letter by saying "A deus, com os meus sinceros cumprimentos", to which I can only say, "Eh?".

AGATHA'S BACK

Last month I published a solution to the first part of *Agatha's Folly*, courtesy of that awfully nice Jill Carter of Sheffield (adventuress supreme and centre-spread in *Today* newspaper). And this month, 'cos Jill managed to finish it in time, we've got her alphabetical solution to Part Two. Cause for rejoicement indeed. So, over to you, Jilly-baby....

Remember, Government tests have shown that reading a *YS* solution can seriously damage your adventure playing, so don't read on unless you really want to know.



AGATHA'S FOLLY
PART THE SECOND

Berries Found in the large copse – put them in the shell and crush them to make ink. Then use the feather to re-write "FAYLE" on the mosaic at the stone circle.

Blue Crystal Found in the crystal cavern. Put it in the mosaic to replace the smashed crystal and finish the game. To find the cavern, take the north passage after crossing the fissure. Putting your hand in the crevice in this passage reveals a secret entrance in the east wall — just walk through the wall!

Blue Parchment Found by examining the cliff, then examining the crack in the cliff by the pool. It explains that water cures the plague and that leaves cure infected wounds. See also *Pebbles*.

Feather Found in the large copse. See *Berries*.

Fruit Eat it!

Large Branch Found at river bank. Used as a bridge across the fissure, it will only bear the weight of Ted.

Leaves Rub these on infected wounds as a cure.

Nuts And the same to you. These are found in the large copse. When crushed they produce an oil. Leave them in the passage before you attempt to pull the stalactite out of the wondrous cavern.

Paper Found with the blue and red parchments, it's simply a note to Kaz from Agatha.

Passage This can be found by examining the crannies mentioned in the location description in the huge cavern. To enter the passage, either CROUCH or CRAWL IN PASSAGE.

Pebbles Found on the pebble beach (believe it or not). Throw these for Ted to regain the blue parchment. Ted will chase after the pebbles, dropping the parchment. The parchment is always found one location away after this exercise. Also throw the pebbles for Ted again when you want him to take the vine across the fissure.

Phial Found by examining the seats in the huge cavern, it's labelled 'Berry Juice'.

Red Parchment Found with the blue parchment. Gives clues to the completion of the game.

Scarf Found in the shelter. Wrap it around your hand to pick up the sharp shards of crystal safely.

Shards Found in the stone circle, these are remnants of the original crystal found in the mosaic, shattered by the earthquake. Use these to cut the creepers in the copse. See also *Scarf*.

Shell Found on the rocky beach. See *Berries*.

Stalactite Found in the wondrous cavern. Shout twice to dislodge it from the roof. Tie the vine around it and then pull it along the passage into the huge cavern and up to the fissure.

Statue Found in the copse after cutting back the creepers. It has three eyes – press the blue eye to kill the remaining creepers, and the red to reveal a secret entrance.

Ted A 'chattering furry creature', he moves randomly from one location to another. Wait for him to arrive in the location with the fissure. Tie the spare end of the vine to him, throw the pebbles, and he will run across the branch pulling the vine with him and wrapping it round a pillar. Simply pick up the vine and pull it to put the stalactite in place for use as a bridge.

Vine Found in the large copse when you cut the creepers with the shards. It is a useful rope. See also *Stalactite* and *Ted*.

Water Drink this from the pool or the river to prevent the plague.

White Parchment This is a plain blank sheet of parchment, found with the phial.

cont from p75 **the Speccy will find it a terrific help.**

Now here's a fanzine with a difference – it's produced by a pair of Janes. Jane II is reviewer and designer, and Jane I is editor. (Oh, and the mag's called *In-Touch*.) Issue one has a good three-page adventure section, and issue two promises even more. Worth a try, for only £1 plus 30p postage from J Burman, 46 Silver Street, Barnetby, South Humberside DN38 6HR.

Next is a fanzine which doesn't have an adventure section! So why do I bother to even mention it in my distinguished column? Because they're looking for someone who wants to write the adventure column for them, and who else would they ask but the smartest Speccy adventurers in the land, the ones who read *YS*? The mag is on tape, called *Spec News*, and get your job applications in to Chris Kelly, 192 North Home Road, Cirencester, Glos GL7 1DX. You should do a sample 500-word review of any recent adventure that you've played, and also have a good stock of adventure titles in case of difficulties getting hold of new releases.

Also looking for an adventure writer is *Speccy Bytes*, c/o Chris Taylor, 19 Argyll Close, Baildon, Shipley, West Yorkshire BD17 6HD. No remuneration but a free copy of every issue. Cor, that's more than I get!

Got an adventure to sell, or perhaps there's one you're looking to buy and can't get hold of? Well, what you need is Gordon Inglis, who resides at 11 West Mayfield, Edinburgh EH9 1TF. Some readers will know Gordon from when he sold Spectrum adventures at bargain prices (until supplies dried up), and I received a number of letters full of praise for his personal and helpful service. Well, now he's back, buying any original adventures, none refused, though write first to agree a price. Gordon stresses they must be originals. Also write to him with an sae if there's a particular title you're looking for, and he'll let you know if he gets hold of a copy. An sae will also secure you a copy of his latest 'For Sale' lists, detailing adventures he's currently got in stock. So there you go, all you readers who ask me every month where on earth you

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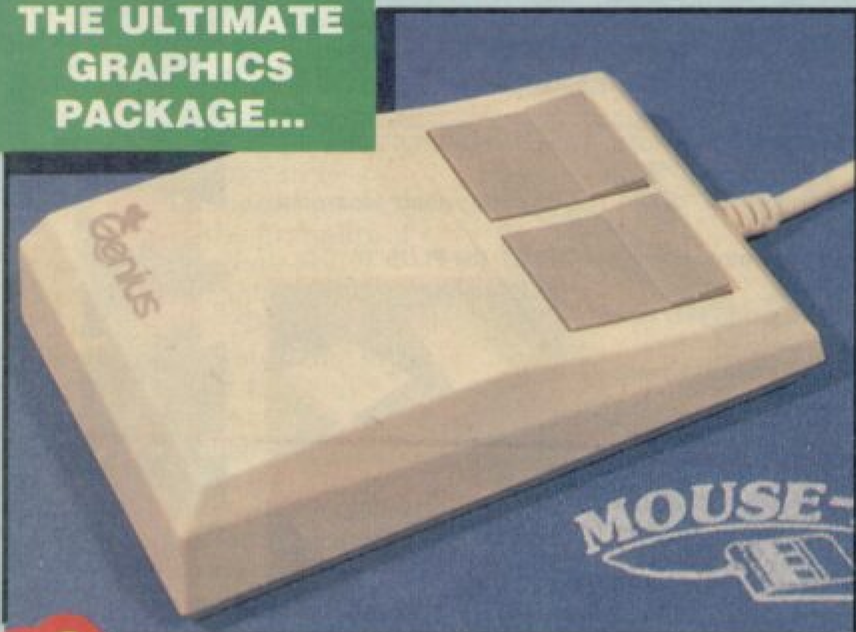
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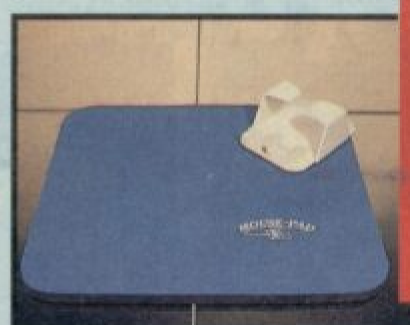
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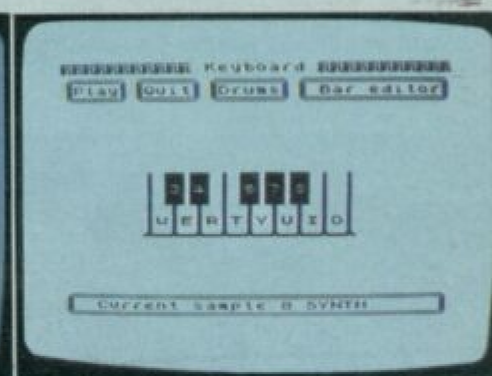
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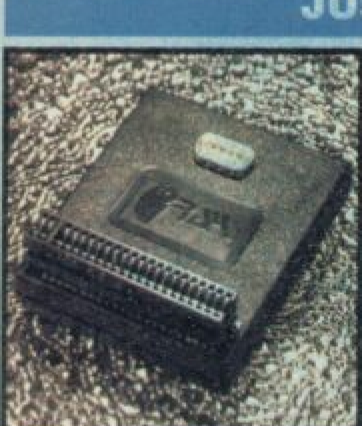
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cont from p76 can get hold of older titles — in Edinburgh, that's where.

Adrian Betts not only organises computer shows but he publishes a magazine too. A right little Arthur Daley. He wrote to tell me my adventure column was missing something very important – a plug for his *Turbo* magazine! *Turbo* is dedicated to the SAM Coupé, which means that its adventure section is rather thin at the moment, but issue seven did manage to scrape together a page. Past issues have had interviews with Tartan, Zenobi, Topologika and Smart Egg Software. A quid gets you a sample issue, or £10 for an 11-issue subscription. Don't ask me why it's 11 copies, it's a mystery to me.

From the same address, which is coming up shortly (don't rush me), you can get details of *SAMTAPE*, a Spectrum emulator which allows the loading in of *GAC* and *PAW* games, as apparently they caused problems with the original SAM. The tape costs £8.99 (or an sae for info) from... here it comes... Adrian Betts, 8 Healey, Lakeside, Tamworth, Staffs B77 2RF.

There's also just time to mention Adrian's latest micro show venture, the second 8-bit Micro Show on Saturday 1st December at the Arts Centre in Tamworth, from 9.30 to 4.30. Entrance fee is 50p, and computers covered are the Speccy, SAM, C64, C16, Plus-4, Electron and Amstrad CPC. There'll be a stall with a Speccy running adventure games.

Gareth Pitchford recently offered his services as a playtester, and enjoyed it so much he's come back for more. He tells me to watch out for the next game by Paul '*Inner Lakes*' Cardin, called *Captain Kook*, which Gareth rated at 8/10. If you want your game testing just send a copy, plus back-up with map, solution, instructions and sae, to Gareth Pitchford, 45 Underwood Drive, Whitby, Ellesmere Port, South Wirral L65 9BH. In return you'll get a detailed playtest report (including the high and low points of the game) and an optional sample review of your game, showing the way Gareth thinks it'll be treated in print.

In October's splendiferous ish I reviewed the new Spectrum adventure fanzine, *From Beyond*, which is published on

THE AXE OF KOLT

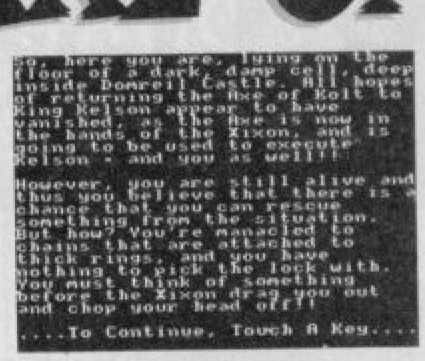
I thought FSF's first adventure, *Magnetic Moon*, was quite good. I thought the second, *Starship Quest*, was better. Now the latest release, *The Axe Of Kolt*, has zoomed into the coveted Megagame bracket by fulfilling all the promise of those earlier titles.

In theory you should get better at adventures the more you write, but not everyone's able to do that. The author of FSF games, Larry Horsfield, certainly does, working harder each time to produce a polished product full of features and without glitch or hitch. Full marks, too, for supporting all Spectrums, as he's now added the +3 to his armoury, and it's that version I've played here. Of course, not all the features will appear in the smaller memory machines, but since I've seen more than my fair share of games in all three versions in the past I can safely say that 48K owners needn't be put off – Larry often makes it look like you're playing a disk-based adventure anyway!

Axe is a four-part game, and massive with it, boasting the bonus of a £50-first-prize competition. An entry form comes with every game, and since the closing date isn't until 31st May 1991, there's plenty of time for everyone around the world to enter.

You take the role of Alaric Blackmoon, once a swordsman and mercenary, but now in enforced retirement as you no longer have a sword. You're also penniless, so a bit of paid pillaging wouldn't go amiss. One cold November day, you turn up in Hengemire, just another stop on your journeys from village to village, living off the land, earning a bit of food and B&B by doing the odd job here and there. Except, of course, that in Hengemire all that's going to change (surprise, surprise).

The screen is neatly laid-out, and the versatile *PAW* has once again been used to good effect. IT and ALL commands are understood, and much use is made of speech commands to interact with the many other characters that people the



Execution looms. Yikes!

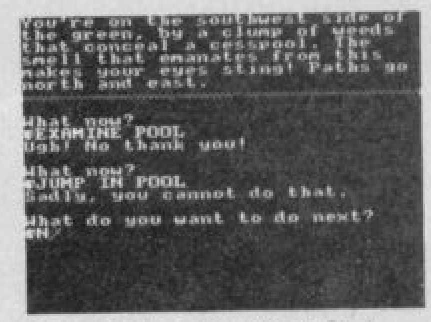
adventure. Not only can you TALK TO other people, you can also SAY something direct to them (like SAY TO LORNA, "DROP THE HAGGIS"). Furthermore, you can ASK LORNA ABOUT THE AXE or convey information too – TELL LORNA ABOUT THE BEDBUGS. If you die in the game you're given a resurrection option, which restores you to your last RAMSAVEd position. Other little helpful features are VOCAB (a list of many useful verbs and other commands) and INFO (a list of one or two letter abbreviations for certain common inputs). Then there's HELP, which gives you a telephone helpline number.

From the start I made a couple of moves and with the experience of years of adventuring behind me immediately found myself outside the Dragonslayer's Arms. The bad news was that it was shut, so I wandered off again, found myself a clapper without a bell and returned to the pub just in time to give the landlord a helping hand. This earned me a bed for the night, a meal and all the ale I could sup. This is the life!

I examined a few things in the pub (like the landlord's wife!), and before very long a stranger turned up and the story unfolded which set me off on my quest for the Axe of Kolt. You may think it's a long time getting started, but the village is convincingly created, there's lots going on, people wandering around, signs to read, and it's much better than an opening screen that merely says "Your quest is to find the Axe of Kolt. Off you go..."

This thoroughness applies throughout the game (at least in the first two parts which I managed to look at). For once the interaction with other characters has come off, and this too adds to the atmosphere and makes you believe in the whole thing, which is definitely the sign of a good adventure. Usually, speech is limited to SAY "HELLO", and even that's clumsily done. Here it works effectively, provided you jot down the names you come across, like Kolt, Xixon, Dwarks and so on. Someone, somewhere, has information about them, and, just as in real life, you have to ask a variety of people before you get the right answer.

I also like the fact that co-operation is mainly the way to succeed in this game. In need of some wood part-way into it, I just went and asked the likeliest source and he actually gave me some, just when I was expecting him to send me off in search of a



Mmm. Wonder what that cesspool's for (if anything!).

new saw or a gold coin or something. Mind you, it's not all love and peace (man) – there's a fair bit of chopping heads off too, but not enough to put off the people who don't like that approach to adventuring. Yup, it really is a game for everyone.

I did try to find something to moan about – a bad spelling, silly solution to a problem – but in the end I gave up looking. It'd be petty to ask for graphics, but if there were pretty pix you'd have to chop some of that background stuff that makes the game so convincing. So, if you want to be convinced – buy it!

GRAPHICS	□□□□□□□□□□	9
TEXT	■■■■■■■■□□	
VALUE	■■■■■■■■■□	

Title .... *The Axe Of Kolt*
Price .... £3 for 48K/128K tape versions/£5 for +3 disk version
Publisher .... FSF Adventures, 40 Harvey Gardens, London SE7 8AJ

COUPON CORNER

Coupons, doncha just love 'em? Leaving a ragged hole in the middle of your favourite magazine, with never enough room to fill in your name and address, and always having some vital ingredient missing (like the price or where to send them). So why do we bother, month after month? 'Cos you keep asking for 'em, you load of skinflints!

Okay, your wish is my command (now and then), so here's this month's double-barrel blast of exclusive *YS* bargains...

TILT! TILT!

T'other month I did a quickety-poo review of Tilt Software's *20 Character Sets* program, which allows you to jazz up your adventures by including a variety of different snazzy Speccy character sets which can all be loaded into *PAW* as well as your own progs. Saves you hours of time designing your own, and gives your games that distinctive touch. The price was a snip at £2.99 even then, but now, thanks to the power of Coupon Corner's secret persuasion techniques, Tilt have reduced the price to just £1.99 for *YS* readers only.

And there's more, bejabbers! As an extra bonus you can also get a copy of Tilt's latest release, *Speed Copier*, at half-price (sort of)! This program saves Basic and machine code files onto tape at twice the normal speed while retaining reliability. Saved programs can be re-loaded independently of *Speed Copier*. It's fully menu-driven, making it easy to use, and also includes a free header reader and multi-coloured loading borders. It's on the market to Joe Public at £2.99, but if you buy *20 Character Sets* you can also have *Speed Copier* for just £1.50. (Note that if you want *Speed Copier* on its own, it'll set you back £1.99.) Not strictly an adventure-related program, but as the offer was there, why shouldn't *YS* readers have it, I thought?

TO: Tilt Software, 14 Trasna Way, Lurgan, Craigavon, Co Armagh, Northern Ireland BT66 8DL.
Please send me the following progs at the special *YS* prices...

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DON'T PAUSE, GET YOUR PAWS ON *PAW* RIGHT NOW!

Most *YS* coupons offer cut prices a few months after a program's been on general release, but here's one that gives you first crack at a brand-new offering from Gilsoft, purveyors of *PAW* to the gentry. For those who don't know (and there are new Speccy buyers every day, of course), *PAW* stands for Professional Adventure Writer and it was first released a couple of years ago. It enables the average ignorant clod like you and me to write adventures even if we don't know the first thing about Basic or machine code. The result isn't just an adventure that looks the same as every other because *PAW* is so versatile with its many features that every game can look different. Take a gander at Zenobi's *Crack City* for example – brilliant! Howard Gilberts of Gilsoft told me that they'd had some comments that *PAW* was a bit pricey at £22.95 (though we've offered it cheaper, haven't we, Spec-chums?) for the person who maybe doesn't quite know what it's like, and whether they'll find it easy to use. The answer is the new *PAW* Starter Pack, with the main program, manual and quick reference guide, to enable anyone to get going on the program without having to also wade through the more complex technical subtleties of it.

If you conquer the Starter Pack, you'll then be able to upgrade by adding a Technical Pack, which includes the technical manual and the PTM Overlay tape, which lets you add in your own customised bits and bobs. To keep the prices down, the progs will come in ordinary plastic bags rather than humongous boxes, but you can also buy a box for a few quid if you want. And the prices? The Starter Pack will retail at £9.95, but for a special introductory period, until 31st December, it will *only* be available to *YS* readers at the reduced rate of £7.95. Non-*YS* readers can't get their mucky hands on it till 1991, and only then at the full price. Tee-hee! But don't panic, *YS* overseas folks and slow readers – the *YS* coupon will be honoured by Gilsoft even after the cut-off date when the progs go on sale to the general public. A cheap introduction to state-of-the-art adventure writing fun. Then if you get on well with the Starter Pack, the Technical Pack will cost an extra £8.95. All prices include p&p, and note that *PAW* is suitable for either 48K or 128K machines.

TO: Gilsoft *PAW* Special Offer, 2 Park Crescent, Barry, South Glamorgan CF6 8HD.

FROM:

Name ....
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I enclose my cheque/postal order/money order for £7.95 made payable to Gilsoft for the *PAW* Starter Pack at the exclusive *YS* price.

cont from p81 an Amiga DTP system and at £1.50 for 52 pages is excellent value. Well recommended, a really exciting read. But even more exciting is that *YS* readers can have a special introductory rate to try the mag out for themselves. Am I kind to you or am I kind? Publisher Tim Kemp will let you have a copy of issue one, at the exclusive, quite-incredibly-knocked-down price of just £1.10 (including p&p). Cheques/POs should be made payable (please note) to KJ Kemp and sent to *From Beyond*, 36 Globe Place, Norwich, Norfolk NR2 2SQ. Mention the *YS* special price when ordering. (You know it makes sense.)

Reader Ryals of Wakefield was so swamped with requests when he offered his services as a Kind Soul recently that he realised there was an urgent need for a solution service. So, enter stage left – The Adventure Solution Service. Send an sae and you get a list of all the solutions available, then to get a copy of any solution, no matter how long, send 20p to cover copying charges, plus sae. TASS is now in operation, from DA Ryals, 29 Dent Drive, Eastmoor Estate, Wakefield, Yorks WF1 4JG.

More SAM adventuring news, of sorts. A program called *Flexipage* has been released for el Coupé, and while it isn't an adventure-writing program as such, it can be used to construct simple adventures as well as info databases and other programs. You can mix text and graphics on the screen, and include up to three questions for the player to answer. Each answer then takes the player to a new screen, which in its turn can have up to three more questions on it. It's easy to see how you could construct a simple adventure... maybe not a very exciting one, but SAM owners could well prove me wrong by letting their fiery imaginations loose on it. Send an sae for details or you can go mad and buy the program for £15, from Flexibase Software, 20 The Parklands, Droitwich Spa, Worcs WR9 7DG.

And finally (and very briefly), news that there's going to be a *Best Of The Indies Volume II* tape. What's on it? Well, that'd be telling, wouldn't it? (I might be a little more amenable next month though – so stay tuned!)

BARGAIN BASEMENT

Once again RICH PELLEY leaps into the driving seat of a number 39 bus and zooms off to Cheap City...



Ha ha! Take that, you Darth Vader groupie you!

STAR WARS

The Hit Squad/£2.99

I don't like to boast or anything, but I met Darth Vadar once – he came to my school when I was about six and I sat on his knee. Impressive? Hmm. Perhaps I should tell you about the game instead.

Well, it's a conversion of the ever-popular coin-up (from a long, long time ago in a... etc) – a 'vector' graphics job incidentally (ie spooky see-through 3D graphics). There're three main bits – firstly bombing around space in your spaceship shooting down Tie-fighters and fireballs, then zooming through the towers on the surface of the Deathstar (blowing the tops off for extra points), and finally flying along a trench inside the Deathstar shooting more fireballs, locating the exhaust port, blowing up the planet and scarpering pronto. And, er, that's it really.

The entire caboodle's a 'look out of the window/fly into the screen' job. It works well (if a little jerkily) and is pretty much like the coin-up apart from the severe lack of sound – something to do with there being "no sound in space". (No, really.) Another reason to get 'peeved off' is that it's pretty simple to complete the thing, so you can easily find yourself looping round the levels quite a few times.

But not until you've had your three quid's worth out of it. (That is unless you prefer to spend your £2.99 on a cuddly Ewok instead.) *(Eh? Ed)*

OUTLAW

Players Premier/£2.99

Arkansas, 1880. Your name is Braithwaite. Will Braithwaite (well, it would be!), and you're broke. Not a sausage, nor indeed a dollar. Oh dear. The only solution is to pick



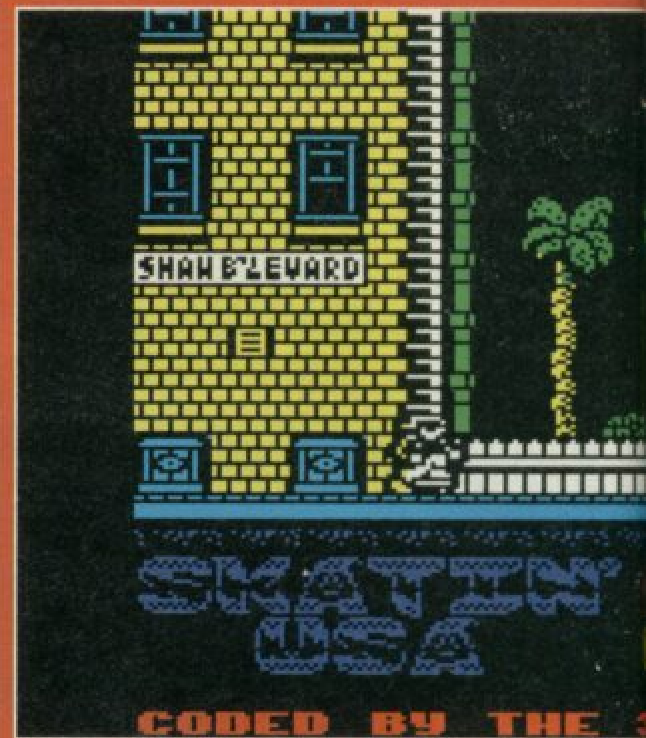
Blast away at those petrol drum thingies and you may well find yourself a bonus object (or something).

yourself up out of the horse trough, slip on your holster and go bounty huntin' for one of the roughest, toughest, fluffiest outlaws in the west to get enough money to lose in another gambing game. So, pausing only to order yourself a gravestone, off you trundle.

Ho hum. What we have here is a rather thinly-disguised *Ikari Warriors* rip-off. Y'know – a vertically-scrolling overhead-view 'move a little man about and shoot everybody else in sight before they shoot you' job. Thing is, *Ikari Warriors* was really good. And this isn't.

It's extremely monochrome, the graphics are poor, the scrolling is really slow, it's completely repetitive, not addictive in the slightest, the sound's crap and it's more than a little bit unplayable.

Oh dear. A complete waste of time. Why have this when you could have *Ikari Warriors* (or even *Commando*) instead?



Watch out for that dog poop, Superkid!

BARBARIAN II

Kixx/£2.99

Perhaps if I'm quick this month I'll be able to stick in the odd slash/chopper joke before anyone notices, eh? *(I'm waiting. Ed)* Oh, er, yes – let's talk about the game instead, shall we, readers?

The orig *Barby* was a (one- or two-player) straight hand-to-hand hunky-bloke beat-'em-up – which worked quite well and hung around the top of the all-important game charts for absolutely ages.

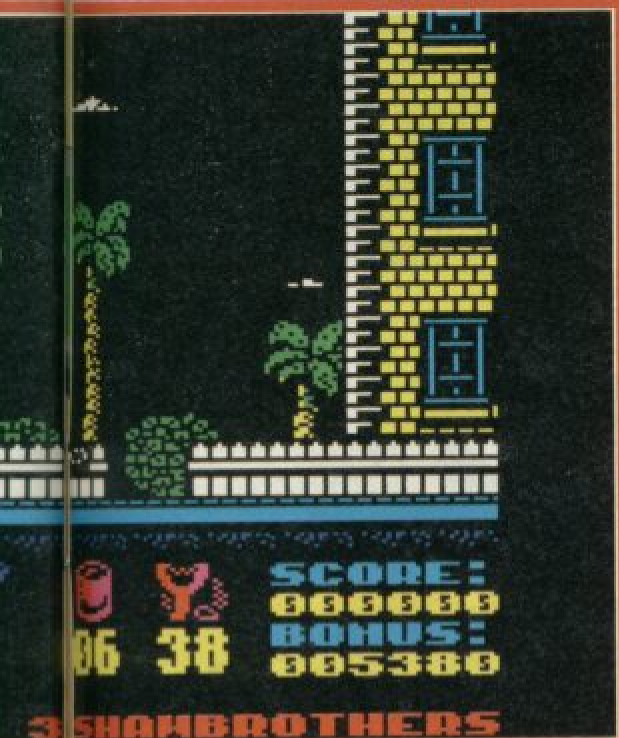
Then came the follow-up. In other words, this. What they decided to do was take the best fighting moves from the first game, stick you in a maze of around 100 flip-screens (split into four levels), and bung in loads of different baddies to dispose of, objects to help and things to find. And now it's out on budget (which is what it's doing in *Barg Basement*)!

Hmm. The graphics are really good and well animated (all big and chunky) – you should see this whopping great dinosaur dragon thingy for a start (well, perhaps you shouldn't 'cos he comes along and bites yer head off). But after a bit of playing you soon discover that beating baddies is merely a case of doing the same move over and over (and over) again. And as a walk-around-and-collect-things type game it doesn't quite make it because everywhere looks the same



Yes yes, I know you love me but please let go of my leg, there are people watching.

and the whole thing becomes rather annoying and not particularly fun to play at all. But still worth the light of day for a couple of quid (perhaps).



SKATIN' USA

Alantis/£2.99

Dee d-d-do, didle do, d-didle do. If everybody had an ocean (oo-ahh), across the USA (dee do do do, diddle do). Then everybody be surfin' (ooh-ah), like Californ-i-a (wa-hay). Woo woo woo (do diddle do), Surfin' USA.

Well, *Skating USA*, actually.

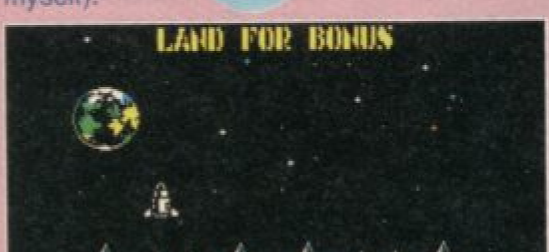
But anyway – not content on appearing once in *Barg B* (see below), Superkid goes and snatches this month's coveted top slot supergame spot! Zooming around New York on his skateboard firing his catapault at bikers and street gangs is his 'lark' here, and jolly good fun it is too. It's a flip-screen shoot-them-before-they-shoot-you affair, with you collecting enough dollars on the way to get you onto the next level. Mighty simple, but mighty effective. The graphics are cute and colourful, the skateboarding bit is especially good (there's a really nice feeling as you skate up ramps, jump over obstacles and what have you) and the gameplay is pitched at just the right side of 'hard'. Brilliant stuff.

SUPERKID IN SPACE

Atlantis/£2.99

Earth has been surrounded by alien forces who've moved their ships towards the planet in search of vital minerals and resources, threatening to blow it up if anyone interferes. Fortunately, though, mankind is saved because a small boy has offered to save the world. What luck.

There are four 'planetships' where these aliens are hanging out – and your job as Superkid is to find the nuclear detonator on each one, return to your own spaceship then blow up each planet in turn. The first bit is landing your ship – like that bit on the crappy *Astro Wars* game (but I won't bother explaining in graphic detail what you have to do – 'cos I can't actually, ahem, do it myself).



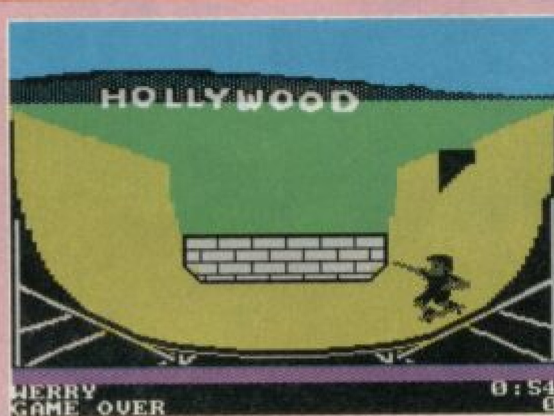
Whoops. Looks like Superkid's spaceship is going to get a bit of a sore botty if it tries to land here!

As for the main part of the game, well it's nothing more than a flip-screen 'scamper left and right' affair (colourful and cute) – firing/grenading baddies as you go, and using ropes to get up to higher platforms. The levels aren't too dissimilar from each other, and it's utterly unoriginal. But apart from that it's quite good – quite challenging, quite addictive, quite playable and quite recommended. Blimey.

CALIFORNIA GAMES

Kixx/£2.99

Good Lord. Dunc spent an entire page reviewing this chestnut back in '87, and concluded with a rather ambivalent "Crikey" – which isn't really much help, so looks like I'd better tell you what happens. It's a multi-event affair, set in (surprise surprise) California – with all the 'radical' new sports to try your hand at.



I don't think he's wearing any shin pads, do you? (Someone should tell his Mum.)

And quite a selection there are too (you can practice them in any order you like, by the way) although unfortunately most of them are a bit crap.

The best is certainly the half-pipe skateboarding. You waggle back and forth gently to gain speed going up this spooky ramp thingy, and then jerk in various directions to do various assorted 'stunts'. It's quite hard, but great fun once you've got the 'hang' of it. Surfing is good too – just move left and right and into waves to 'air' (ie jump) – really satisfying. And that's about it as far as the good ones go. The footbag is okay (just move left and right to keep the little bean bag in the air) but the rest are pretty diabolical.

There's rollerskating (a slow waggler), BMXing (just a bit crap really) and 'The Flying Disk' (ie frisbee, but you're not allowed to say that because it's a TM). Utterly impossible. And there you go. Quite a selection – nice graphics all-round but it certainly suffers from only two or three events being any good. (And each event is multiload too. Bleeuurrgh.)

CHAMPIONSHIP SPRINT

Alternative/£2.99

Remember *Super Sprint*? It was crap. Utterly. It was one of those birds-eye view 'race around lots of different Formula One tracks in a piddly little car' things which was really good in the arcade – but on the



Yes, it's a racetrack. (Well, don't blame me, I just write about the blessed things.)

Spec? As I've said. Crap. You just couldn't tell what was going on, the controls were dodgy and it was practically the same as *Grand Prix Simulator* from CodeMasters – which was about a fifth of the price (and which everyone bought instead).

Then came *Championship Sprint* – essentially exactly the same as the *Super* variety, but this time with a special track editor which meant it was stacks more fun if a trifle 'over-priced'. And here it is again – and it could be yours for the snippish snip of £2.99.

But would you want it? I'd say – well, perhaps. The editor is definitely the best bit. It's easy to use – you moving an arrow about and pressing Fire. It's a bit like building a Scalextric set really. This is the only good bit, mind – the graphics are still puny, the controls dodgy. But at a mere three nicker it all seems a lot more reasonable, so maybe this could be for you.

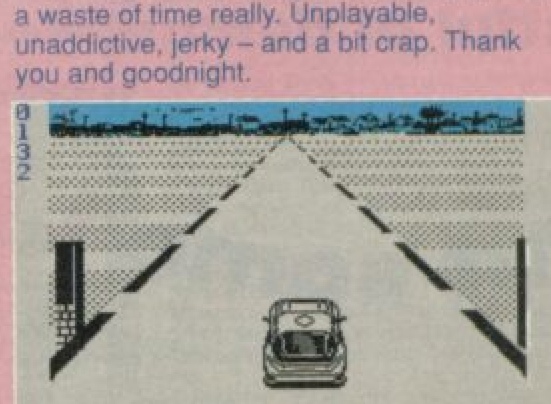
TURBO CUP CHALLENGE

Players Premier/£2.99

Oh, not *another* driving sim!? How 'unthrilling' can you get? Oh well, suppose we'd better have a look.

"Race at speeds in excess of 120 MPH!". More like 'jerk' around rather slowly if you can get to grips with the stupid control system. "Practice on each course first, before competing in a head to head race!" True, but the practice bit is intensely boring (there's no one to compete against). "Race around four of the most exciting race tracks in Europe – Magny, Cours, Dijon, Prenois, Nogargo and Paul Ricard!" Exciting? Pretty samey, I'd say. And there's hardly any scenery either so there's little to look at (or indeed crash into). "Featuring unbelievably accurate graphics!" (erm, no), "Artificially intelligent competitors!" (not really), "Accurate race track representations!" (yes, but who cares?) "And more!" More? "Hurrah!"

Oh dear. I hate to say it, but this is a bit of a waste of time really. Unplayable, unaddictive, jerky – and a bit crap. Thank you and goodnight.



I'd get out here and walk the rest of the way if I were you.

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■ Spectrum +3 for sale. Multiface 3, mouse, tape recorder, 200+ games, 50+ magazines. Includes all leads and is in excellent condition. **Phone 0946 692542.**

■ Will anyone sell me their Spectrum 48K? Willing to pay £40 at the most. **Ring 0382 737527 and ask for Chris.**

■ Spectrum 128 +2 for sale. £213.99 worth of games and Quickshot 2 with autofire for £250. Games include *Double Dragon, Football Manager II, Skate Crazy, Running Man*. **Contact Simon on 0269 6594 after 6 pm.**

■ Spectrum 128K+ for sale with over £300 worth of games, multiface, interface, joystick, lightgun and games, datacorder plus lots of Spectrum mags. All this for only £150. **Write to G Holbrook, 84 Keys Avenue, Horfield, Bristol BS7 OHL.**

■ Spectrum 48K-128K add-ons. Boxed, mostly new. Mouse, sampler, music machine, drive, joystick, datacorder, lightpen, printer leads, dozens of other items. **Phone for details on 0245 359490 (Chelmsford, Essex) and ask for Barry.**

■ Speccy +3 for sale, including joystick, lightgun, disk games, over 70 cassette games, cassette recorder, manual, and box. Only £179! **Contact Ware 0920 468720 anytime.**

■ To sell – Echosoft keyboard, software, and interface for 128K Spectrum. **Offers to Steve, 17 Stanlaw Road, Ellesmere Port, South Wirral L65 0EY.**

■ Spectrum 128K +2A with Echosoft keyboard, double interface, Snapshot II, over £700 worth of software including *Pipe Mania* and *Rainbow Islands* with loads of mags. All for only £200 ono. **Write to Robert Davis, 46 Burnham Drive, Worcester Park, Surrey, KT4 8SF, or phone 081 337 7566.**

■ 128K ZX Spectrum +2 for sale, complete with joystick powerpack, TV-to-computer lead, built-in datacorder, and over 80 games. Over a total of £300! Will sell for £149 ono. **Write to Simon Boyes, 38 Belgrave Walk, Mitcham, Surrey CR4 3QB, or phone 081 646 4103.**

■ 128 +2 for sale with joystick and over £100 worth of games. Also with lightpen and interface. Will sell for £250 ono. **Write to Paul Collins, 77 Mayfair, Tilehurst, Reading, Berks RG3 4RB, or phone 0734 422653.**

■ A good home is needed for a Speccy +2A incl joystick, multifaces, millions of mags, over 500 games (eg *Myth*). The lot for £450. **Write to Jamie Cummings, 9 Scalby Ave, Newby, Scarborough, N Yorkshire YO12 6HW or phone 0723 376087 after 5pm.**

■ Spectrum + 3, Cheetah 125, special B disk compilations, seven other games including *Robocop, WEC Le Mans, Shinobi, MicroProse Soccer* etc. Full working order. Worth over £300, all yours for £199! **Write to Mohammed Mayet, 33 Beaconsfield Road, London E10 5RD, or phone 071 558 193.**

■ Spectrum, printer, joystick, 67 games, 42 magazines (*YS* issues 25-47), books, lightpen. £350 new, sell for £150. Will separate. **Contact Chris Boulter, The Old Volunteer, 22 North View, Winchester, Hants SO22 5H, or phone 0962 55224.**

■ Spectrum +3 for sale with tape lead, manual and over £200 worth of disk and tape games. Will sell for £150. Worth over £400. **Write to Peter Bisztyga, 25 Rosetrees, Guildford, Surrey, or phone 0483 34612.**

■ Boxed Spectrum +3, incl manual, joystick, Multiface 3, tape recorder, leads (incl printer lead) and 70+ games. Sell for £190. **Contact PA Collins, 8 Philip Rd, Waterlooville, Portsmouth, Hants PO7 7BU.**

■ Spectrum +2 for sale! E600 software including *Carrier Command, OutRun*, joystick, manual, books, leads, worth £700. Sell for £250 ono. **Write to Neil Martin, 34 Daniel Way, Silver End, Nr Witham, Essex CM8 3SW, or phone 0376 83857 after 6pm.**

■ Spectrum +2, Cheetah 125+, software worth £200. Magazines (*YS* nos 1-48 etc), total value over £350. Reasonable offers. **Write to James Hall, Fairmead, Plasdraw Place, Aberdare, Mid Glamorgan CF44 0NS, or phone 0685 873133 after 6pm.**

■ Cheap! Two Snapshot IIs, Interface 1, Microdrive (just serviced), cartridges and over £200 of software. **Write to Niall McGee, 20 Stewartson Park, Belfast, or phone 0232 612903.**

■ Spectrum +2, leads, manuals etc, £100 ono. Also Spectrum 48K, leads, manuals, tape deck, games (sorry, no PSU). £50 ono. **Write to James Sharman, 44 Roxholme Place, Leeds, W Yorks LS7 4JQ, or phone 0532 628499 after 5pm schooldays.**

■ Spectrum +2, Multiface 128, joystick and 20 games including *Dizzy, Dizzy II, Firefly*, for just £110. What a bargain! And in good condition. **Write to Chris Whormsley, Cross Close, Higher Lovacott, Newton Tracey, Barnstaple, Devon EX31 3PZ, or phone Newton Tracey 250 after 5pm.**

■ Spectrum 48K for sale, tape recorder, ten tapes from mags + 21 tapes from shops. Excellent condition, all special leads, all in good working order, plus power pack & interface. Sell for £85 ono. **Write to David Pearson, 15 Applegarth Crayke Road, Easingwold, York YO6 3LZ, or phone 0347 22159.**

■ Spectrum 48K, with cassette recorder, all leads, Quickshot II turbo joystick, over £200 of games and over 12 issues of *YS*. Sell for £90 ono. **Write to Daniel Truman, 1 Broadway, Gidea Park, Romford, Essex RM2 5NS, or phone 0708 42644.**

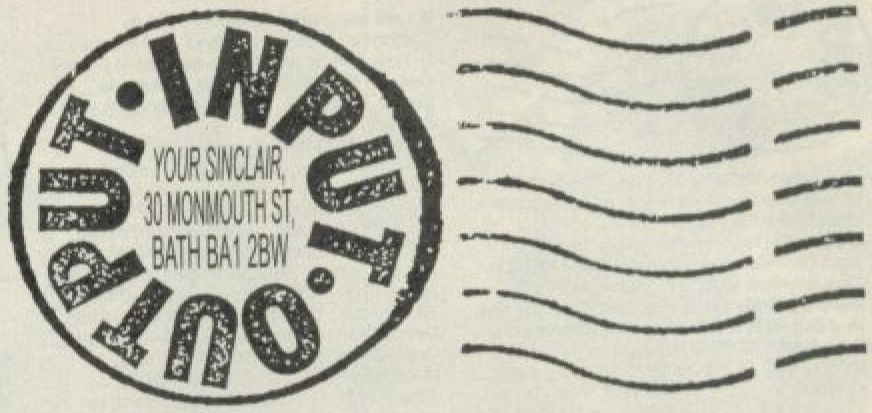
■ Spectrum +2 for sale, two new joysticks, all with boxes, lightpen, 150 well-kept games, over 100 mags – only £140. **Write to Barry Grant, 50 Dalberg Way, London 5EZ 9SL, or phone 071 310 8039.**

■ Spectrum 128K +2 for sale with +2. Also £250 worth of games, Quickshot 2 and mags. Will sell for £160. **Write to Brian Murphy, 32 Lawers Drive, Bearsden, Glasgow, Scotland G61 4LQ, or phone 041 942 6314.**

■ OPUS disk drive and Multiface 1 – sell for £60! **Phone J Burden on (Cheltenham) 0242 232460.**

■ Spectrum 48K+, printer, Interface 1, joystick, interface, lightpen, two-way interface, manual, A4 leads and power packs, modem prism VTX5000 and cassette holder. Sell for £250. **Write to Simon Ramm, Oakcroft, Mayfield Ave, New Hall, Weybridge, Surrey KT15 3AG, or phone 09323 43721.**

■ Spectrum 128K +2 with joystick, manual and £100 worth of software. Titles include *Strider, Silkworm, Robocop, New Zealand Story*. Will sell for bargain price of £100! **Write to Oliver Hawkins, The Vicarage, Church St, Knighton, Dowys, Wales LD7 1AG, or phone 0547 528566 after 6.30pm.**



Bargain hunters, gather round, And we'll tell you the story of the lost and found, Where to get it and how much to pay (And it's all but a quick phone call away).

■ Spectrum +2 for sale. Good condition. Over £150 worth of games plus a printer and lead, two joysticks. All for £190! **Write to S Comerford, 36 New Road, Langley, Slough, Berks SL3 8JJ, or phone Slough 41234 between 4pm and 7.30pm.**

■ Spectrum + with two joysticks, OPUS Discovery 1, Multiface 1, over 20 brill games on disk, monitor and all cables. Asking £200. Any offer considered. **Contact R A Hunting, Mustians, Eton College, Windsor, Berks.**

■ Hardly used Spectrum +2, excellent condition, with over 70 top price games! Includes Quickshot 2, turbo & interface! The lot for £225 ono. Price includes mags. **Phone now on 081 337 6488.**

■ Spectrum +2 with two joysticks. Approx 60 games – excellent condition. £150. **Telepone 081 856 4136 and ask for Ian.**

■ Speccy +2 for sale, with joystick and over 60 games, including *Adidas Football, Man Utd* and *Rainbow Islands*. All this for £200 ono. **Phone 0742 879872 and ask for Jonathan.**

■ 48K Spectrum with programmable interface and various games. Altogether worth £150, will sell for £60. **Phone 0295 264668 and ask for Craig.**

■ Spectrum +3, joystick, lightgun, tape leads, games on tape and disk, books and mags worth £70. Everything in excellent condition and boxed. £175. **Phone Simon on Grimsby 0472 348496.**

■ Spectrum +3, manuals, Multiface 3, three joysticks, lightpen, tape recorder, leads, 300+ disk games, 200+ tapes, incl *Chase HQ, Stunt Car, Carrier Command, Rainbow Islands*. £250 ono. **Phone 061 969 8631 after 5pm.**

■ For sale – Spectrum +, joystick, joystick interface, Multiface 1, lightpen and interface, speech synthesiser, £150 worth of games. All boxed. £250 ono. **Phone 0923 663207.**

■ For sale, Spectrum +2, joystick, Kempston interface, books, magazines, over 50 games (mostly new), six blank tapes, OCP machine code package, all for £99. **Phone Matthew on 0536 712488.**

■ Spectrum +2 for sale, excellent condition, still boxed, over £100 worth of games, all originals including *Chase HQ* and *Batman The Movie*. New joystick and lightpen. Sell for £180 ono. **Phone 0993 845805.**

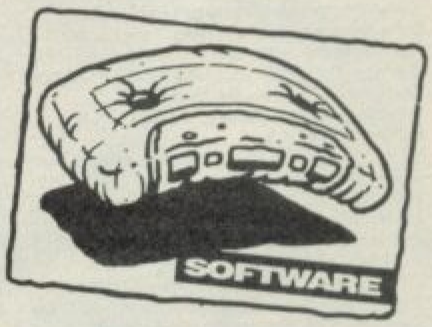
■ CBM Pets and BBC Bs for sale. **Phone Simon on 0530 412415.** No decent offer refused. Hurry up – the clock's ticking, dudes!

■ Spectrum +2, good condition, with joystick, Multiface 128, lightpen, over £200 worth of games, mags. Worth £450, sell for an incredibly generous £175 ono. **Phone 0926 612027.**

■ 48K ZX Spectrum + interface, joystick + interface, ZX Microdrive, power pack, leads, 22 games. Excellent condition. £85 ono. **Phone Sarah on 0348 840533 after 5pm.** It's a barg!

■ Speccy +2 for sale. Over £200 of software incl *Robocop, Chase HQ, Rainbow Islands, Adidas Footie* and much, much more. Also Cheetah joystick. Only £130. **Phone 031 554 2815 now!**

■ Speccy +3, Multiface 3, two joysticks, loads of recent games incl *Batty III, Chase, Vendetta*. Plus lots of Speccy mags and tape leads. All for around £270. **Phone Aldridge 0922 52764.**



■ Wanted – *Myth* and *Shinobi*, will swop for *Chase HQ* and *Winners – Five Games*. **Phone Rob on 081 5201825.**

■ Loads of games to swop – send your list for mine, all letters answered. **Write to Ian Herring, 18 Crispin St, Rothwell, Northants NN14 2BZ.**

■ Lots of original games for sale at low prices. **Send sae for list to M Watson, 101 Bodmin Rd, Astley, Tyldesley, Manchester M29 7PE.**

■ Swop my *Four Soccer Sims* and *Hot Rod* for your *Superwonder Boy* and *Stormlord*. **Phone Gareth on Derby 662021 evenings.**

■ Urgently wanted – *Superwonder Boy* and *Power Drift* for *Hellfire Attack* and *Double Take*. **Phone 061 231 5935.**

■ Swop *Black Tiger* and *Hard Drivin'* for *Batman* and *Chase HQ*; also games for sale. **Send sae for list to Marint Fewell, 19 Ferndale, Eaglestone, Milton Keynes or phone 677140.**

■ Wanted – *Shadow Warriors, Rainbow Islands, Black Tiger, Moonwalker* and *World Cup Soccer Italia 90*. Will swop for *Mad Balls, Nigel Mansell's Grand Prix, Road Runner* and others. **Contact me with list – Ronnie Leigh, 32 Masefield Road, Harpenden, Herts AL5 4JN.**

■ Loads of Speccy games for sale at cheap prices. **Send an sae to Jon Bray, 61 Bude Crescent, Stevenage, Herts SG1 2QJ for list.**

■ Swop my *Thunderbirds* or *Running Man* and *Basket Master* for *Cabal* or *Operation Thunderbolt*. **Ring Shane on 0256 54563.**

■ Swop *Last Ninja II, Renegade III, Chase HQ, Vindicator*, plus lots more. **Send your list for mine to Norman Macdonald, 80 Wilton Road, Carluke, Scotland ML8 4LB.**

■ Help! I need *Chase HQ*, will swop for

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■ Will swop *Shadows Of Mordor* and *Capt America* for *NZ Story* and *Last Ninja II*. Originals only. **Contact Andrew Bryoon at 5 Davenport Close, Sandbach, Cheshire CW11 0YP.**

■ *Wonderboy, Pepsi Challenge, Where Time Stood Still, MicroProse Soccer* and others for *Myth* and *Chase HQ*. **Call Dylan 0606 782534.**

■ Loads of games for sale, new and old incl *Batman, X-Out, Indiana Jones* and many more. **Write for list to A Fleming, 25 Arnprior Place, Alloway, Ayr, Scotland KA7 4PT.**

■ 600 games to swop incl *Renegade 3, Chase HQ, Hellfire, Power Boat*, for *Cabal* (128), *Untouchables*. **Write with your list for mine, Hitesh Idnani, Mohamadi Manzil, 2 YMCA Road, Byculla, Bombay 400 008 India.** Reply assured.

■ Wanted Grandslam's *Liverpool*, will swop for *Nigel Mansell's Grand Prix, Summer Gold* and *Graham Gooch's Cricket*. **Phone Nigel after 4pm on 0602 206848.**

■ Wanted – *Winners*, will swop for *100% Dynamite*. **Write to Lee Sampson, 23 Belmont Cres, Buckley or ring 0244 548333.**

■ Look here! Spectrum software including some 128K titles for sale. Reasonable prices. **Send sae for list to Dave, 93 Balcarres Road, Aspull, Wigan WN2 1SB.**

■ Will swop *Game, Set & Match* for *Armageddon Man*. Original only. **Phone Michael on 0670 351254.** Must have map!

■ Wanted badly, *X-Out* – will swop *Double Dragon* and *Gun Ship*. **Write to Paul Carter, 28 Chelmorton Pl, Chaddesden, Derby DE2 4QL.**

■ Free software! Great +3 PD software – runs on +3 Basic, +3DOS and +3CP/M. **Send sae or 25p to +3PD, 33 Culworth Crescent, Kingsthorpe, Northampton NN2 8NL**

■ I want to swop my games for yours. Send your list to me, also I want to swop *GAC* and *Gazza's Soccer* for your Multiface 3 or 128 or *Myth*. **Write to John Bartholomew, 15 Innisfayle Park, Lisburn, Co Antrim, N Ireland BT28 2AS.**

■ Hi, dudes, lotsa Speccy stuff to swop here. Over 1,500 titles like *Hard Drivin', Chase HQ*. **Write with list to Omesh Bajaj, 2A Rashmi, Carmichael Road, Bombay 26, India.**

■ Wanted *Dynasty Wars, X-Out, Myth*. Will swop for *Double Dragon II, The Untouchables, OutRun, Batman*. Send me your list and I'll send you mine. **Write to D De Jaegere, Sint-Jacobsstraat 55, 8000 Brugge, Belgium.**

■ *X-Out, R-Type, Hammerfist, Chase HQ, Batman* and loads more to swop, full price and budget. **Write to Ian Strickland, 47 Rydens Gove, Hersham, Surrey KT12 5RU or ring on 0932 247313.** Quick reply.

■ Wanted – *Fighter Bomber*, willing to swop *Tasword 1&2* and *Ancient Battles*, no copies please. **Write to Peter Smith, 7 Uppercrofts, Alloway, Ayr, Scotland KA7 4QX.**

■ Software sale – all must go. Games date from 1982 to 1990. Prices from 10p to £3. Loads of full-priced games. *Chase HQ, Rainbow Islands, NZ Story, Ninja Warriors, Op Wolf, R-Type, Strider, Forgotten Worlds* and many more. **Send sae for list to Jane Burman, 8 Wilson Court, Hutton Cranswick, East Yorkshire YO25 9QL.**

■ I want *Red Heat, Running Man* and *R-Type*, swop for *Ninja Warriors, Netherworld* and many more. **Phone Gary on 0942 892028.**

■ Wanted – *Match Day II, Emlyn Hughes, Man Utd, Footie Director, MicroProse Soccer*. Swop for *720°, Alternative World Games, Starames One*, or for cash. **Phone Spencer on 0227 266418.**

■ Pretty please, is there anyone out there with a copy of *Altered Beast* they'd like to swop for ether *Robocop, Hammerfist* or *Chase HQ*? **Phone 051 487 3345!**

■ I will swop original *World Games, California Games* and *World Cup Football* for *R-Type* and *Strider*. (Cassettes for cassettes please.) **Rita Guinness, 24 Catherine Street, Maybank, Newcastle-under-Lyme, Staffs ST5 0JH.**

■ Wanted!! One of *Beverly Hills Cop, Gunship, Xenon, Hammerfist, Turrican, Back To The Future I* and *II*. I will swop for *Runing Man, Untouchables, Gauntlet, Infiltrator* and more. **Phone Long Eaton, Notts 728402.**

■ For sale – Speccy games 128K/48K. Titles are *Black Tiger, Double Dragon, Power Drift, Hard Drivin', APB, WEC Le Mans, Shinobi*. All originals. £7 to £5, good value. **Contact Derek Richardson, 268 Woodhouse Road, Guisborough, Cleveland TS14 6LR.**

■ Wanted – *F Director, FM World Cup, Power Drift, Continental Circus*. Swop for *Man U, Rainbow Islands, Kick Off* or *Untouchables*. One for one. **Contact Tim Mitchell, 24 Albany Road, Blackburn, Lancs BB2 6EQ.**

■ Wanted – *Chase HQ, Crazy Cars II, Untouchables, Flinstones, Roy Of The Rovers, Yogi's Great Escape*. Have to swop – *Grand Prix II, Penalty Soccer, R-Type, Knightmare, Postman Pat I & II, Enduro Racer*. **Contact Chris Hall, 1 Upper Ley Court, Chapeltown, Sheffield S30 4AJ.**

■ I'd like any two of these three games please – *Ninja Hamster, Impossamole, Sim City*, for *Molarmaul, Rigel's Revenge, Hypa Raid, Olypaid, 1985, Brainstorm, Punchy, Sipxap, Pedro, Super Spy*. **Phone James on 0803 550349 after 5pm.**

■ Has anyone got *Black Tiger*? I will swop *OutRun, Target Renegade, Trapdoor*, and *Action Force* for it. All for one tape, I'm that desperate! **Contact Nick at 2 Pillory Barn, Bradford St, Eastbourne, Sussex BN21 1HY.**

■ Will swop *Daley Thompson's Olympic Challenge* for *Ikari Warriors*. **Write to Richard Musgrove, 14 Parklands Drive, Triangle, Halifax, West Yorkshire HX6 3NP, or phone Halifax 835321 after 6.**

■ Wanted! *Shadow Warriors, Ghostbusters II, Impossamole, Beach Volley* for *Op Wolf, Double Dragon, Ninja Battle Stations, Ancient Battles, Red Heat, Aliens* with map, *Indy II & III*. **Contact Darren Goodwin, 32 Hope Street, St Annes, Lancs FY8 3SL.**

■ Wanted! *Impossamole* or *MicroProse Soccer*. Will swop for my *Ghostbusters II* as well as a free mystery budget game. What an offer, eh? **Write to Darren Waters, 24 Chestnut Close, Derrington, Stafford, Staffs ST18 9NJ, or phone 0785 41416.**

■ URGENT! *Indiana Jones And The Last Crusade* wanted. Will swop for *Robocop*. No questions asked. **Write to William Font, 40 Rusholme Road, Putney, London SW15 3LG.**

■ Help! My Speccy is very soft-hungry. If you want and if you have some delicates soft for your Speccy **write quickly to Oliver Pitrun, Krajnakova 4, 84102, Bratislava, Czechoslovakia 84102.**

■ Swop my *Escape From Planet Robot Monsters* for your *Bloodwych, Thunderbirds* ('89) or *Sim City*. **Write to Adam Farrell, 327 Ainsworth Road, Bury, Greater Manchester BL8 2LU.**

■ 128K owner wants to swop games, POKEs and hints with penpals all over the world. Send your list for mine. Reply guaranteed. **Write now to Sanjay Sinvhal, QR No 8, VRCE Campus, Nagpur – 440011, India.**

■ Will swop *Vendetta* and *Robot Monsters* for *Ghostbusters II* and *Forgotten Worlds*. Somebody answer me or I'll eat the bells off my Mickey Mouse clock! **Write to Colin Whiteley, 14 New England Rise, Mile Oak, Portslade, Brighton, E Sussex BN41 2YD or phone 0273 421107.**

■ For sale! Loads of Speccy games from £1. **Send sae to Paul Taylor, 16 Lindsey Rise, Scartho, Grimsby, S. Humerbside DN33 2JQ.**

■ Wanted! *Robocop!* Will swop for *Alpine Games* and *Rugby Sim*. **Write to A Tagliabue, 65 Stortford Road, Hoddesdon, Herts EN11 0AN.**

■ Wanted – *Stunt Car Racer, Carrier Command, Double Dragon I & II, Silkworm, Strider, Myth, Schooldaze* and *Shinobi* for *GBII, Indy Crusade & Temple, OP Thunder, Star Wars Trilogy, Road Runner, Wizball*. Originals only. **Please contact Jonathan Hewlett, Victoria Cottage, Oldbury-on-Severn, Bristol, Avon BS12 1PL.**

■ I want to swop old and new games. Send your list off and I'll send mine. **David Gidley, Flat 8, PO Box 123, 43 Grosvenor Road, Aldershot, Hampshire GU113DP.**



■ Urgently wanted – *Turbo OutRun*. Will swop for *The Untouchables* or *Crazy Cars* and *Gauntlet II*. Originals only. **Phone Adrian on 0254 55660.**

■ Wanted – *R-Type, Renegade III, Transformers* (old budget), *Crazy Cars I & II, Robocop*, will swop *Masters Of The Universe, Spitfire 40, Ghostbusters* etc. **Phone Rick after 6pm on 0775 760200.**

■ Wanted – *Cyberball, Kick Off, X-Out, APB, Football Director II, Star Glider II* to swop with my *Untouchables, Batman III, Myth, Hard Drivin', Carrier Command*, and *Castle Master*. **Ring Adrian on 0472 251220.**

■ I want *Strider* and will swop for *Robocop* and *Ninja Spirit*. **Phone 0344 772157.** (Simple, eh?)

■ Wanted – *Rainbow Islands, NZ Story, Power Drift*. Swop *Fighter Bomber, Ghouls And Ghosts, Myth, Starglider II*. **Ring 071 2630280.**

■ I want *Gargoyle Classics* and *Graphic Adventure Creator*, will swop for *Game Set And Match II*, or sell for £15. **Write to J Wilson, 2 Neale Street, Northumberland NE42 5HP.**

■ Wanted – *Adidas World Championship Soccer* and *World Cup Soccer* (Virgin) for *Gazza's Super Soccer* or *Emlyn Hughes International Football*. **Phone Lee on 0772 683721.**

■ Wanted urgently – *Sir Fred* by Microgen. I will give you £10 for it. **Write to Darren Travis, 28 Brooklyn Road, Highbury Vale, Bulwell, Notts NG6 9EE.**

■ Wanted *R-Type, Rick Dangerous, Chase HQ, Operation Thunderbolt*, will swop for *Strider, New Zealand Story, Cybernoid II, Robocop, OutRun, Renagade*, no copies. **Phone 091 4880775 after 4pm and ask for Simon.**



■ Do you do the pools or play football – if yes, then get in touch to swop programs. **Write to George Fotiou, Karlovassi 83200, Samos, Greece.**

■ Do you want some games? Well, look no further. **Ring Gavin on Walsall 74853.**

■ Two-program graphics packs or scroller £2 each or £3 for 2. **Send sae plus tape to Peter Kilmartin, 223 Auchinairn Road, Bishopbriggs, Glasgow G64 1JY.**

■ I need info on how to use the code machine assembler (from Picturesque) with the ZX printer. Please help, anyone! **Phone Andrew on Hemlington 596035, or write to 76 Beckenham Gdns, Hemlington TS8 9JT.**

■ POKES, POKES, POKES – start cheating now! **Send stamp plus £1 for mega list to Graham Evans, 5 Lon Caerall, Colomendy Estate, Denbigh, Clwyd LL16 3DX.**

■ WAFA's for Rotronics Wafadrive. Wanted – word processor, utilities, and re-usable WAFA's. **Contact R Garas, 147 Seaforth Ave, New Malden, Surrey, KT3 6JW.**

■ Free educational games catalogue. **Send SAE to 26 Ash Road, Northway, Tewkesbury, Glos.**

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■ Want to file all your +3 progs – fast? *Indexer* may be the answer! Tape £1.49, disk £3.99. **Cheque or PO to Iain Scrimgeour, 33 Washington Drive, Windsor, Berks, SL4 4NR.**

■ For sale! Back issues of *Your Spectrum*, nos 1-21 incl. All very good condition. Reasonable offers secures. **Write to Owen Watson, 77 Babraham Rd, Sawston, Cambridge CB2 4DD or phone 0223 836133.**

■ Spectrum software swoppers worldwide 128K owner wants to swop loads of 48/128 programs, both old and new. **Contact Dev Lalvani, A/5, Rockside, 112 Walkeshwar Rd, Bombay 400006 India.**

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■ Chill out, dudes! *Teenage Mutant Hero Turtle* fanatic wishes to sell 48K in excellent condition with 100 games and joysticks. Only £60ono. **Phone 0898 3566 and ask for Graeme.**

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■ Wanted penpals from anywhere in the world. Any age. Swop games, utilities for Spectrum and Sony MSX hit-bit computers. Guaranteed reply. **RA Ravi, Sador Sadan Road, No 9, 2nd Fl, Plot No 150/A Wadala Bombay, India, 400 031.**

■ Hey, dudes, like to buy original copy of *Spy v Spy 2* for £1.50 (originally £2.99)? **Contact Ian Taylor, 24 Greenwell Park, Lanchester, Durham, DH7 0NW.**



■ Hi! I'm a 13-year-old girl who wants to hear from anyone between 12-15. I'm interested in Speccy games. I would also like to swop games, so please write to me! **Contact Kerry Kerwin at 72 Harlech Close, Nth Bransholme, Hull, Nth Humberside HU7 9DB.**

■ Sexy male, 14, looking for bird, 14+. Hobbies are computing, going out and listening to music. Would it be possible to bung in a photo I wonder? **Write to Stuart Harris, 11 Hillside Cottages, Glenboig, Coatbride, Bonny Scotland ML5 2QY.**

■ Want a date with the person of your dreams! Yes? **Well, send 50p to John Drake, Datathon N.U.M.A. Orchard Cottage, Duntisbourne Abbots, Cirencester Glos, GL7 2JN. PS** Add information, ie hobbies, sex.

■ Nineteen-year-old boy seeks girls aged 16+. Interests – computers, horses, cycling, photography. Best if you live in central Scotland. **Write to Neil McPherson, 1 Barrs Terrace, Cardross, Dunbartonshire, Scotland 682 5PE.**

■ Thirteen-year-old male desperately needs a 12/14-year-old female. If you're interested, **please reply to Matthew Shutt, 44 Cheveley Ave, Rednal, Birmingham B45 9RE.**

■ Nineteen-year-old male seeks 17/20 year-old female, with a sense of humour. Doesn't have to like heavy metal (but it would be nice). All letters answered. Also send photo. **Write to Barry Campbell, 1 Coignashie Cottage, Coignafearn Estate, By Tomatin, Inverness-shire TV13 7YB.**

■ Five male 15-year-olds – run own magazine. Not at all fashion-conscious, just clever and literate. **Send photo with letter to Milestone, 22 Fairway, Stifford Clays, Grays, Essex SO1 3RA, or phone 0703 788458.**

■ Four lonely boys looking for four lonely girls. Good time guaranteed. Send photo if possible. We are not brothers, but are incredibly good-looking. **Write with photo to Phillip Jamran, 6 Foxhill Road, Guilden Morden, nr Royston, Herts SG8 0JF.**

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Andy Whoops. Bit of a case of deja vu here. Remember last ish we splashed out on a corkendous Complete Guide To Driving Sims, with all the usual mini-reviews, revised percentages and wotnot? Well, guess what's just plonked itself rather smugly onto my desk. That's right – a driving game compilation! With *Chase HQ*, *Hard Drivin'*, *Power Drift* AND *Turbo OutRun*! (Cripes.)

Actually, it's not as bad as that – JD only covered a couple of them. "Very, very good" exclaimed the *YS* lonely heart about *Chase*, giving it a whopping 93°(and very deservedly too), while "state-of-the-art" *Hard* had to settle for a slightly more modest 84°. If you want to read the full reviews check out last issue. In the meantime, let's take a look at the other two, eh?

Power Drift

"81°," said Whistlin' Rick, and, by Jingo, that's what it got. Reviewed back in January, it's a road-roller based on an old Sega arcade game, with you grasping the sweaty steering-wheel of a dune buggy as you battle it out against 12 opponents. Cars zoom in and out of lanes, the ever-more-difficult bends gobble you up with frustrating regularity, and with a total of 25 tracks it's all a lot of fun. It does have some slightly dodgy collision detection, but it's hardly the kind of duffer you usually get stuck onto the end of compilations. In fact, it's rather spiffy actually.

'90 Rating: 81°



A-ha, the loop-the-loop in *Hard Drivin'*. It's, er, a lot of fun (really).

Turbo OutRun

If any of the games deserve such an ignominious accolade it'd be this US Gold sequel to *OutRun*, which received a meagre 70° by David in February. Alterations to the rolling-road original include 16 snowy/rainy/sunny courses, bumps, barriers and a temperamental Ferrari F-40 engine that gets mighty narked off if you heat it up too much. But '*Turbo*'? More like '*Turdo*' – all you get is a plume of smoke and some pitiful accelaration! The view from behind your car doesn't help either, often obscuring the opponents you can bump into (which look about half the sprite-size anyway!), and there's an unhealthy dose of bad collision detection and glitchy graphics. Why couldn't they have bunged in *Stunt Car Racer* instead?

'90 Rating: 70°

You can't argue that these games aren't bang up-to-date. With the exception of *Turbo OutRun*, each was a competitor in the frantic big-bucks run-up to last Christmas, since when there's been a surprising dearth of vroom-vroom releases. It's therefore impossible to compare them against any contemporary standard (so *Chase* still leads the pack). All the top-notch 1990 products like *Days Of Thunder*, *Lotus Esprit Turbo Challenge* and *Chase HQ*'s sequel *SCI* are sitting tight for Santa in much the same way as these games were last year, so until they come out these are just about the best driving games you're gonna get. Definitely good value, your interest will depend on which of them you've already got.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
85°	86°	84°

DIAGNOSIS

The biggest driving games yet (just about). A motley crew but much better than most compilations.

INSTANT APPEAL 89°

80 60 40 20 **86°**

HOLLYWOOD COLLECTION



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Linda Hollywood, eh? Sunset Boulevard, Jimmy Stewart, sun, sand, surf and money... dream on 'til you can dream no more. Failing to acquire a one-way ticket to Los Angeles I popped out for some popcorn instead (microwave buttery flavour – mmm, lovely) and settled down to this nifty little package of last year's movie games. (Just in time for Christmas too.)

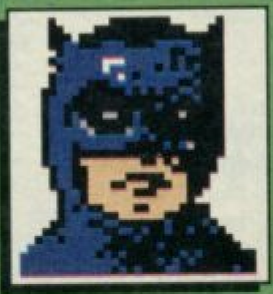
Robocop

I can't believe there's anybody out there who hasn't already got a copy but there you go. Lots of levels, crisp mono graphics, and more blasting than you could reasonably ask for – it's even got an early version of Ocean's now-traditional puzzle sub-game too. Playable and efficient, if slightly samey-looking now, and deserving of a big *YS* 8/10 when first released.

'90 Rating: 85°

Batman

Ocean's other contribution scored well too – a Megagame no less. You're Batman and you've got to find the Joker, which you should be able to



manage after two *Robo*-style warehouse shoot-'em-ups (with added Bat-rope swingy elements), a couple of less interesting driving sequences and the obligatory puzzle sub-game. Fast 'n' furious, the massive opening and closing platform beat-'em-ups are astounding.

'90 rating: 90°

Indiana Jones And The Last Crusade

Reviewed at a stonking 92°, the four levels of *Indy* remain remarkably faithful to the big screen – and very playable to boot! There's the chase along the roof of a train, various platform and ladders beat-'em-up bits (with puzzles), even an airship sequence, where the screen bobs up and down as if you're floating! Smooth gameplay, neat puzzles – if you're not a shoot-'em-up fiend this could be the highlight of the pack.

'90 Rating: 92°

Ghostbusters II

Three fairly thin (though quite pretty) levels and a horrendous multiload make this the duffer of the pack. Each level is well put-together and quite different, but I can't really see you playing for long.

'90 rating: 70°



I'm not too sure about the wisdom behind this package – just check out this month's charts to see how well some of this lot are still doing on their own – but for the punters (especially those who've not yet bought *Robo* or *Bats*) it's undeniably good value. (Not as good as microwave buttery popcorn though.)

finalverdict

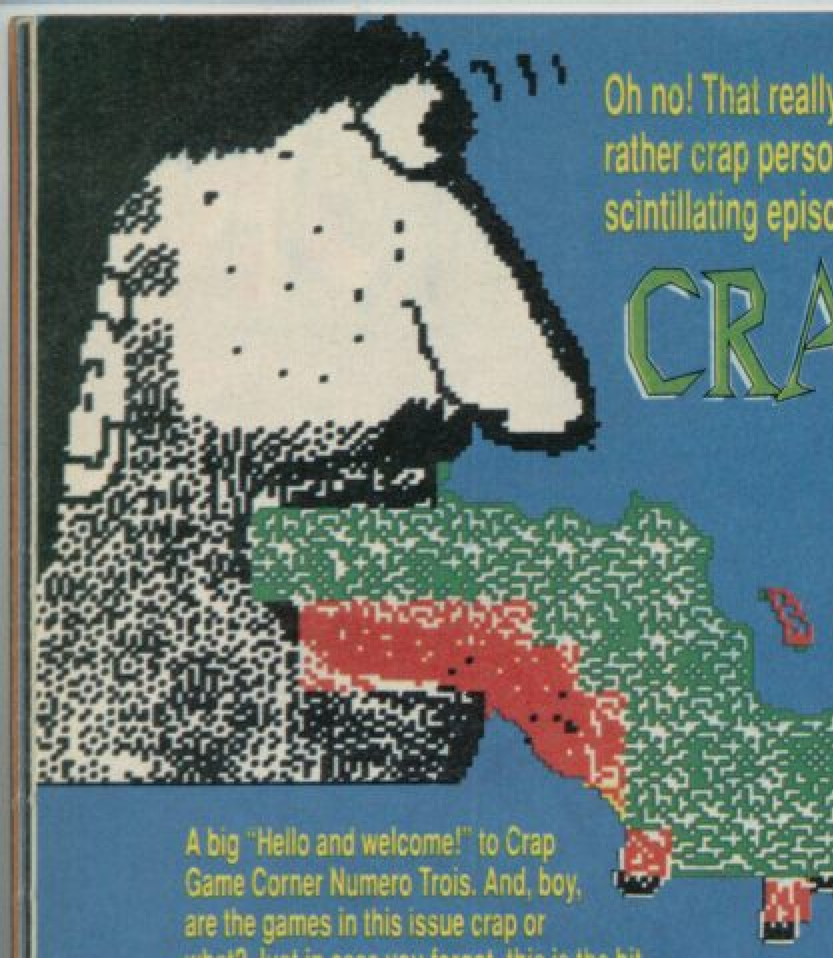
LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
90°	86°	87°

DIAGNOSIS

Three and a half strong games, and all big names too – excellent value for beginners.

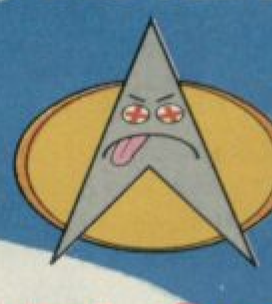
INSTANT APPEAL 85°

80 60 40 20 **87°**



Oh no! That really rather crap feature about really rather crap things (written by a really rather crap person) is back!! (Aaaaaargh!!!) RICH PELLEY proudly presents the latest scintillating episode of...

CRAP GAME CORNER
THE NEXT GENERATION



A big "Hello and welcome!" to Crap Game Corner Numero Trois. And, boy, are the games in this issue crap or what? Just in case you forgot, this is the bit where you write a game, send it in, and we slag it off because it's pathetically useless (ie crap, hence the 'Crap Game' bit). Simple, eh? For further explanation, here's a poem I prepared earlier...

They're not all nice and lovely like a big ice-cream,
Or pretty like coloured birdies,
Or fun like going for a picnic with your chums,
Or snogging lots of girlies.
Nope. Instead they're one of the bad things in life,
Which aren't much use to any woman or, erm, chap,
*Because (believe me) the games you people have sent in **
Are absolutely CRAP.

** Well, most of them.*

(Cough.) Sussed now?

BUT WHAT ABOUT THE RATING SYSTEM, JOHN?

The usual one's not rubbish enough, so we've had to come up with something different. And here it is...

Technical Ingenuity How impressive is the 'ensemble'? Is it written in machine code with lots of clever routines and a pretty loading screen? Congratulations and have a high mark. Or knocked off in BASIC in a couple of minutes? Have an extremely low mark (and consider yourself lucky).

Achievement Did you achieve whatever you set out to do in the first place? Or is it a case of c've d.b. (could've done better)?

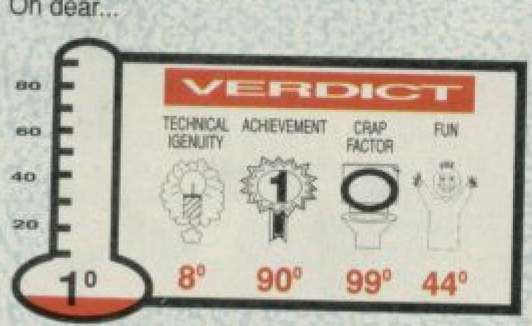
Crap Factor Ranging from 'completely', through 'quite' to (in extreme cases) 'only just a bit'.

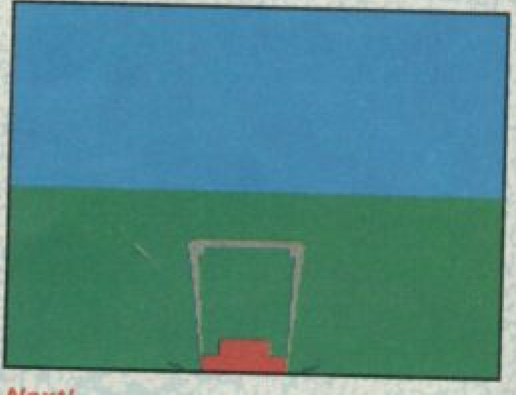
Fun Or, to put it another way, how fun is it? (No, didn't think so.)

Overall If we were to take your game and release it 'properly' how well would it do? The people who've written the good games get the high marks, those of you foolish enough to have written a deliberately diabolical one are down there with the sewage.

THE ULTIMATE ADVANCED LAWNMOWER SIMULATOR
By Mark Meadows

Oh dear...





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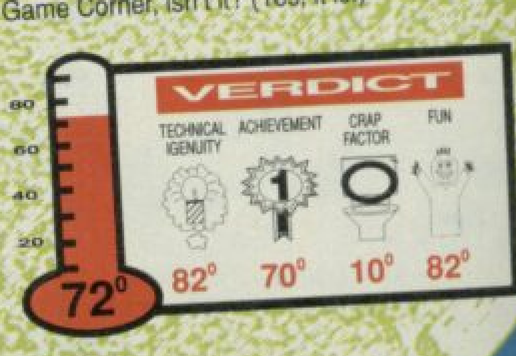
A 'proper' game, this. It seems you've decided that Earth is a bit of a crap place to live and opted instead to blast off into outer space and go and live happily on the planet Paradise. A fine idea indeed but things don't go quite according to plan, and to cut a long story short you end up zapping squillions of aliens instead. Which is a very long-winded way of saying it's a shoot-'em-up (of the side-view horizontally-scrolling variety).

Baddy-wise there's loads – spooky blobby circle jobbies that weave their way towards you, big green hamburger things that sort of wobble back and forth, bouncy circle blobs and oodles more besides. And there's lots of colour too – including these whopping great huge explosions that, er, explode everywhere every time you hit something. Oh yeah, and mustn't forget the add-on weapons system, which basically comprises guns/speed-ups/shields/extra life and probably a whole lot more besides.

Grumbles? Well, it's none too original (although it is a bit hard to be original with this sort of thing), there's not enough going on at times, and things tend to be a tad jerky. But let's not be too fussy, eh? After all, this is Crap Game Corner, isn't it? (Yes, it is.)



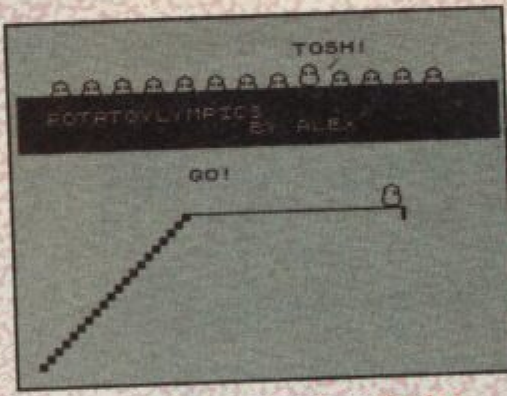
Not a bad little spaceship, true, but what's that up ahead? A planet? A crap explosion? (Who knows?)



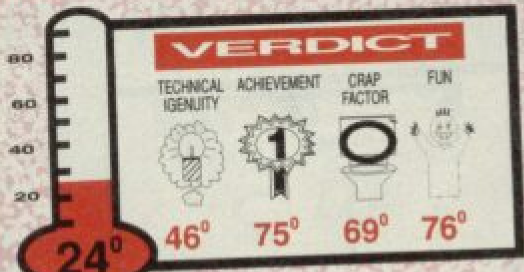
POTATOLYMPICS
By Ernest Potato

This is one of those Olympic sports sim jobbies. Y'know – running, throwing, jumping and stuff like that, but this time with a few subtle differences which no doubt you're itching to be told about. Well, a) there aren't any other competitors (so you can only try to beat your own personal record over and over again), b) you're a potato (which may seem a trifle strange 'cos as a rule you don't tend to find potatoes competing in the Olympics), and c) it's crap.

The four different events are the 100cm Dash, the 'Throwing The Pea', the Spud Jump and the Staircase Hike – all of which are a case of banging 6 and 7 and pressing down the occasional 0. Hardly *Daley Thompson's Decathalon*, but then again Daley Thompson isn't a potato, is he? Seeing as how the whole thing's meant to be deliberately crap, it couldn't really have done better (or worse, if you see what I mean). So we'll have to congratulate it on that front – er, a hearty "Congrats" for being so crap, crap game.



Blimey! Mr Potato-head on the top row seems to have got this one pretty much sussed all right.

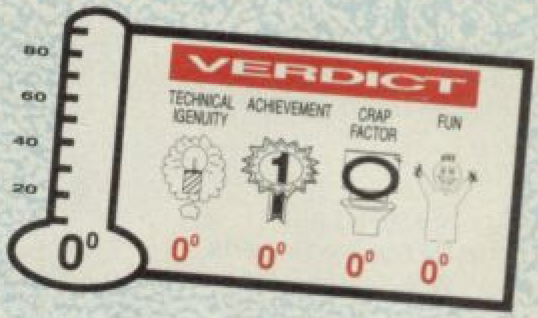


THE CASTLE OF THE QUIZZARD WIZARD
Anon

Well, I tried loading it again, but it still wouldn't work. Ahem.



Um, nice loading screen again, isn't it? Dum de dum de dum. La de da de da. (Well, I've got to fill up this space somehow.)



FOUR CRAP GAMES*
***And another**
By Mark and Glen Lambert

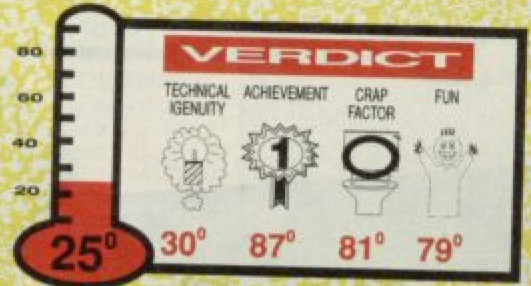
Not one, not two, not three, not five, not six, not seven, not eight, not nine, and most certainly not ten crap games, but four. And the surprising bit is – they're all crap!!! We're talking real 'logs' here. (Oh, apart from 'the other one' that is, but more about that later.)

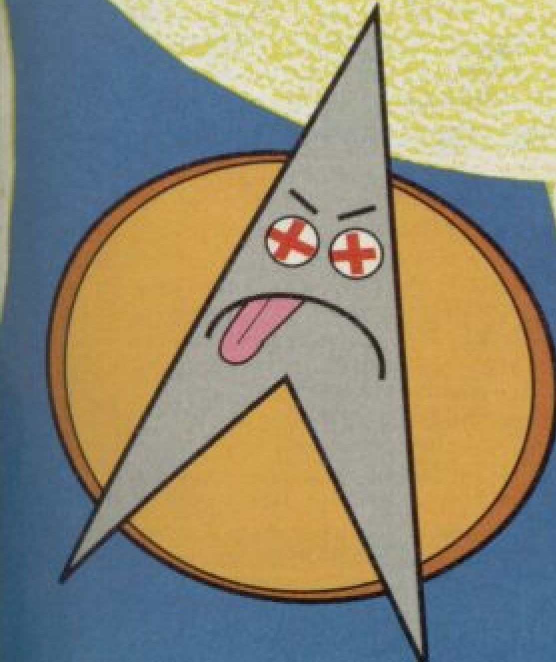
Ridin' Hi is a horizontally-jerking *Wheelie* clone – jerk along the screen on your motorbike jumping over ramps and avoiding some annoying spikey thingies. A trifle poor to say the least. Then there's *Diving* – press Q lots of times to do as many somersaults as possible as your man plummets toward the water (but without being disqualified for hitting the water feet-first). Easier done than said. *Dangerous Games* I couldn't work out how to play (but it looked pretty chronic all the same), and *Professional Vomit Simulator* – well, I almost did (vomit, that is).

They're meant to be rubbish – and they succeed admirably. But the spooky thing is the fifth of the four crap games isn't. Crap, I mean. (Which is why it isn't *Five Crap Games*, y'see, but *Four*.) It's not really a game – more like one of those pointless toy jobbies. You sit and ogle at these coloured balls dropping from the ceiling and collect them at the bottom to build them up into a pretty pattern. Really simple, but clever. And not crap in the slightest.



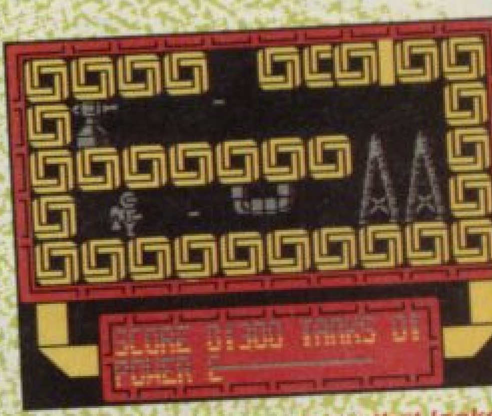
Would you believe this thing (it's called Dribble, apparently) is the highlight of the pack? Well, it's true!



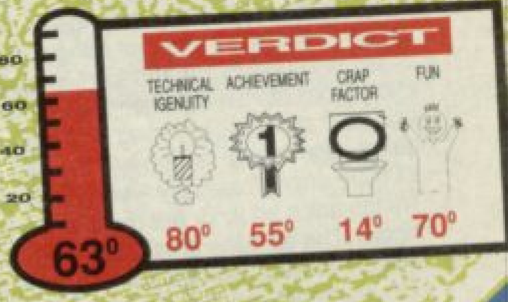


OZONE
By Simon Roche

Have you ever tried avocado sandwiches? Take my advice – don't. They're yuck. Which leads me quite nicely (I think) onto the next game, *Ozone*, which is a pretty slick arcade-adventure, hand-crafted by one Simon Roche. You're this little spaceman chappy walking around a 200 flick-screen maze affair trying to collect 30 cans of ozone. Oh, and there's a bit of platform-and-ladders stuff thrown in for good luck as well (you've got a jet pack which you can use to float up between platforms and things, but using it drains your energy – as does touching a baddy, or firing your gun). Been here before? Mmm, not exactly original, is it? It has its moments though (like the neat touch of walking behind some of the scenery instead of in front of it), and it certainly isn't half as crap as many games, but (I hate to say it 'cos I'm sure Mr Roche is such a good egg), *Ozone* could perhaps have done with a bit more speed, a bit more colour, a bit more thought and a bit more to do. Sorry. (Nice to look at though.)



Blimey! Here's something that looks half-way to being a proper game! (What's it doing here?)



ADVANCED FUCHSIA GROWING SIMULATOR
By Jon Bounds

Fuchsias are tiny brown lumps (about the size of an apple pip) which, after been chucked on the ground, mysteriously change into big coloured flowers. Spooky, eh? But an ideal subject to simulate nevertheless (I'm sure you'll agree).

Here's what you do. Firstly buy your seeds at the garden centre (by pressing Fire), then plant them (also by pressing Fire) and water them (by pressing, er, Fire). Should you manage to do this, then you could always show your prize plant to the man at the garden centre. Oh, and don't forget to press Fire. As you can see – you hardly have to have a degree in Computer Science to play the thing. Not that that is a bad thing though, 'cos it is quite funny (sort of), and the graphics are nice (even if half of them have been 'borrowed' out of *Rock Star Ate My Hamster*). So despite all that business about rolling stones and bird in the hands, it can still be safely said (I hope) that this is a complete pile of crud. A nice pile, mind.



Hmm. This screen looks mighty familiar. (Check out Pssst this issue for the answer why.)

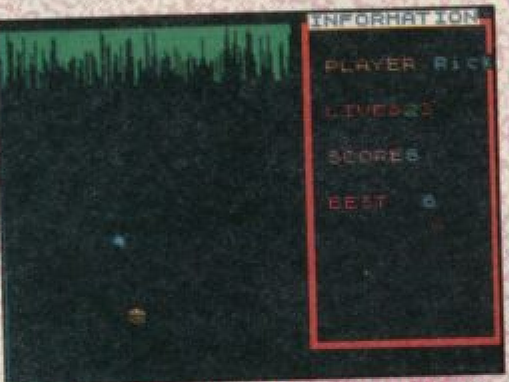
VERDICT – 29°

TECHNICAL IGENUITY	ACHIEVEMENT	CRAP FACTOR	FUN
56°	93°	86°	80°

RAINFALL
By Natalie Roberts

Wow. Natalie is the first girlie to appear in Crap Games. And guess what? She fancies me! Unbelievable? Well, get a load of this. "Dear Richy-babes," (that's me), "Hi, I'm Natalie and" (wait for it) "I fancy you absolutely loads." Cor, eh? And if that wasn't enough you should see the rest of the letter. Among other things, she asks me out, proposes, offers to (ahem) have my babies etc etc, accompanied by assorted photos, drawings and parts of her body (including a snip of hair and a fingernail). Oh, she sent me one of her bras as well *(Nurse? Ed)* – this nice lacey one with frilly bits and sparkly little hearts (size 38B in case you're into that sort of thing). Wow! Well, I must admit I was extremely chuffed that I'd finally found someone who fancied me (despite countless unsuccessful attempts via the Lonely Hearts column, and even offering to pay girls to 'pretend') – but then it dawned on me that that was probably down to the fact that we hadn't actually met. (Sniff.)

Oh yeah – the game (almost forgot about that). Raindrops fall from the ceiling and you have to move your little man left and right to catch them. It reminds me of one of those tacky Game And Watch things, and, yes, it's all pretty BASIC, slow and repetitive. Personally, I'd much rather be playing with her bra... *(Enough!! Ed)*



That yellow thing is the little man (ie you), that blue thing is the raindrop and, um, that's about it really.

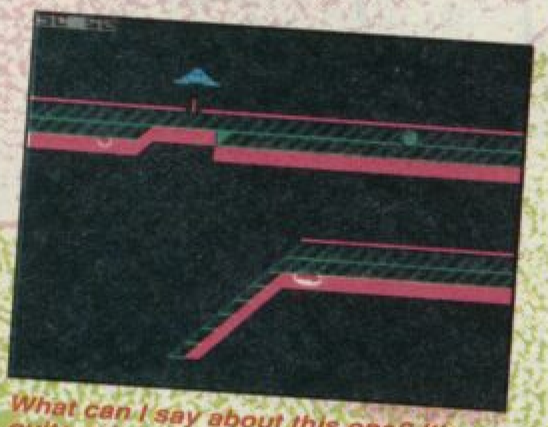
VERDICT – 1°

TECHNICAL IGENUITY	ACHIEVEMENT	CRAP FACTOR	FUN
9°	95°	95°	88°

SPI DROID
Available for £2.99 from Vinsoft (Neil Pointon and Vincent – oh no – Vity), 11 Willow Grove, Bare, Morecame, Lancs, LA4 6JJ

Hmm. Bit like *Marble Madness* this one. It's all about manoevring this ball around a spooky track, desperately trying not to fall off the side (which tends to be the case most of the time). You can start/stop your ball at will so it's basically a case of split-second Fire-pushing to get it to come to a halt at vital points and corners (without plummetting off the edge), and then re-starting in the appropriate direction again.

As in *Marble*, there are things to avoid (bigger balls and a strange spaceship which drops bullets on you) and the proceedings get even more confusing when bits of the track and stuff start disappearing and reappearing out of nowhere (among other things). And it's all quite original actually – very original in fact. Things are a bit jerky but that's my only niggle. The screens are varied, and the difficulty level is pitched spot-on to give it that 'just one more go' feel. And it's even got a nice loading screen.



What can I say about this one? It's quite original, quite fun, in fact it even approaches being 'good'. (Gasp!)

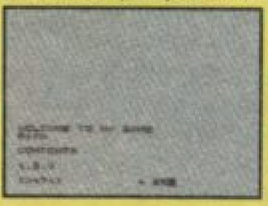
VERDICT – 75°

TECHNICAL IGENUITY	ACHIEVEMENT	CRAP FACTOR	FUN
64°	70°	14°	78°

GAMES THAT ARE JUST TOO CRAP FOR WORDS

Uh-oh – this little lot really is la crap de la crap. Not only have we had to scrape the bottom of the barrel, we've virtually had to lift it up and dig several feet below. So read on with extreme caution – things could get very (very) messy.

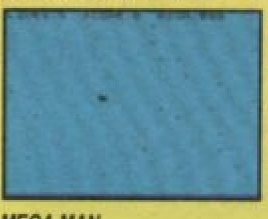
MATHSCORE
By M Farmer
Er, where did I put my calculator?



I'd rather you kept it actually.

CRAP FACTOR 92°

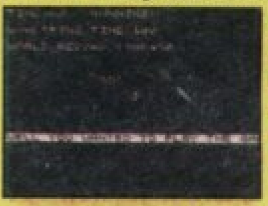
FISHY
By Adie Nunn
The idea's to move your fish around and eat all the food (ie those stupid dots) without eating any of the dots which are poisonous (but look exactly the same). Which means it's impossible. (And complete tosh as well.)



Mmm. That dot looks tasty. Yum yum yum.

CRAP FACTOR 88°

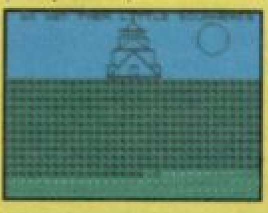
MEGA MAN
Anon
The author of this game wanted to remain anonymous. (The poof.)



Erm, actually I didn't, but there you go.

CRAP FACTOR 90°

THE 'OFFICIAL' NINJA SIMULATOR
By 'The Crude Posse'
Eh?? Oh, run over all the other ninjas? Ah... Hmm. (Seems spookily familiar.)



I hate you, Dunc - look what you've started.

CRAP FACTOR 83°

CRAP QUIZ
By Leigh Loveday
This one's quite funny actually. But still a ton of utter crap.

OOOPS!

Seems like I forgot to mention where to get hold of some of the better games in the last CGC. So (ahem) here they are...

If you want to find out about the well-worth-having *GODS* then write to Mr and Mrs Barnsley, 82 Northampton Road, Addiscombe, Croydon CR0 7HT. Then there's *FILECARD* – a mere £2.99 cass/£7.99 disk from Jeremy Jenkins, 1 Foundry Place, Trallwn, Pontypridd. And you can get the brilliant *Destrux* for £4.95 from D Alderson, 86 Powell Avenue, Marton, Blackpool, Lancs FY4 3HH.

Well, crapsters, looks like it's time to say "Toodle pip!" (although I'm not entirely sure why). Tune in next ish for more of the same (only, of course, a bit different really). And in the meantime, if you'd like to make an appearance in Crap Game Corner then here's what to do...

• Write a Crap Game. (Or perhaps not – we're going to be concentrating more on the 'proper' games from now on. Doesn't mean we don't welcome pitifully bad entries, or even write about them, just that we'll be giving the good ones the attention they deserve.)
• Send it in to me, Rich Pelley, at Crap Game Corner, *Your Sinclair*, Bath BA1 2BW (underwear optional).

Bit of a doddle really. See you next issue. Bye!

FUTURE SHOCKS

Big and beefy, bold and bouncy – Future Shocks is extra meaty this month so we can fit in all the big Christmas games. *E-SWAT, NARC, STUN Runner, SCI, Line Of Fire* – they're all here! (And more!) It's a veritable feast for the eyes!

Nightshift
Lucasfilm (US Gold)

Now many of you may not have heard of Lucasfilm – or at least, not in the context of computer games. You see, although their 16-bit products, like *Loom, Battle Of Britain* and *Zak McKraken*, have all been well received, they've not done much on the Speccy at all (in fact, they've not done anything).

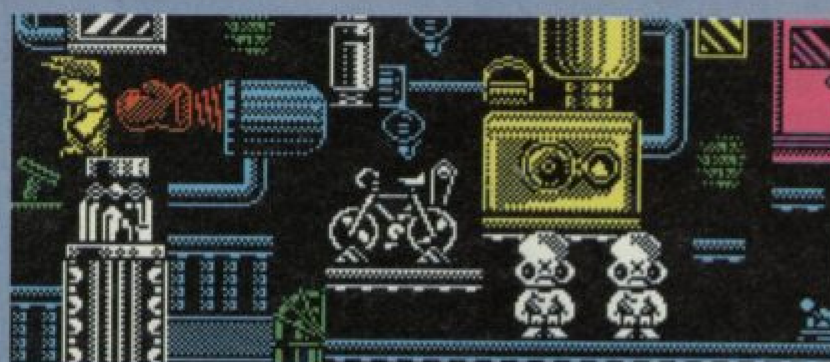
But (but! But!) that's all about to change – *Nightshift*, a rather bizarre little number about life in a toy factory (!), will be out at the end of November (or thereabouts). While previous Lucasfilm games have been thought up and coded in the States, *Nightshift* is actually based on an idea English programmers Attention To Detail came up with a couple of years ago. It's sort of an arcade puzzle game thingie (the nearest recent comparison would probabaly be Vivid Image's *Time Machine*) which they tailored to fit the Lucasfilm theme once the American publishers took an interest.

So how's the game work? Well, it's all to do with the tending of a vast machine (one screen wide, four screens high), nicknamed The Beast, which forms the centrepiece of a Lucasfilm toy factory. You play Fred or Fiona Fixit (the folks who tend the machine) and it's your job to get The Beast going and ready to fulfil any orders for Lucasfilm dolls that come through. You may be asked to make six blue Indies, for instance (or six red R2D2s, green C3P0s, pink Luke Skywalkers or orange Zak McKrakens – the dolls are all based on Lucasfilm movie or game characters) which is a good deal more difficult than it sounds.

The machine is a right temperamental old thing, you see – not only do you have to keep feeding it with the right materials, you have to keep the temperature right, light the Bunsen burner part of it, change the colours of the paints going in and generally run around making adjustments and checking that nothing's going wrong.

On later levels extra problems, like Cliff and Josey Lemming (furry little nuisances who slow you down, or undo your work), and the lawyer who slaps you with a writ for unpaid rent, get in the way.

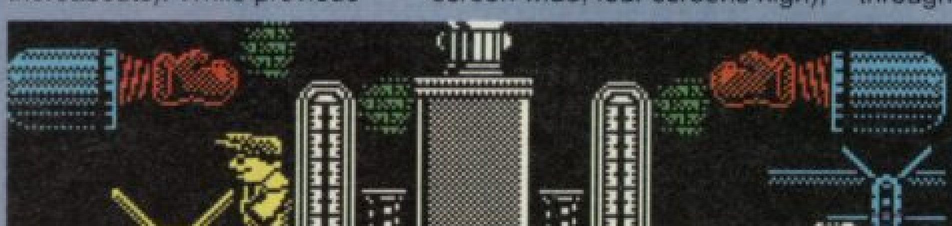
As you can see, work hasn't progressed enough to show you that much this issue, though with the finished game scheduled for late November we should have a review next time round. Keep your fingers crossed!



Mmm, tell you what those weirdo boxing gloves and tubes and bicycles and wotnot remind us of – *Monty Python*, that's what!



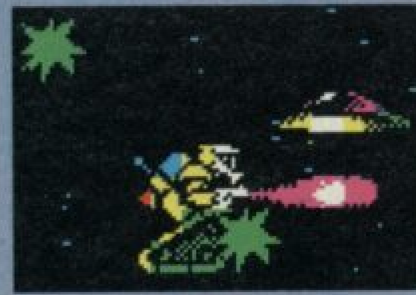
Hello, Fred. And how are you today? "Very well thankyou, Mr *Your Sinclair*." Oh, super.



The Beast may look rather whizzo, but what's the point if it breaks down all the time? (Other than being a jolly good excuse for a game, of course.)

Extreme
Digital Integration

Here's ample proof that the Speccy's got a good few years ahead of it yet. Just look at those screenshots! *Extreme* is an original, three-level arcade-style game and in many ways reminiscent of Virgin's *Dan Dare III* in both look and style. Programmers Dave Perry and Nick Brunty, currently tidying up *Teenage Mutant Hero Turtles* for Mirrorsoft's Image Works label, came up with the game and scenario earlier this year, though the finished caboodle won't be ready until January.



Hello, hello, hello. Care to show us your licence, sir?

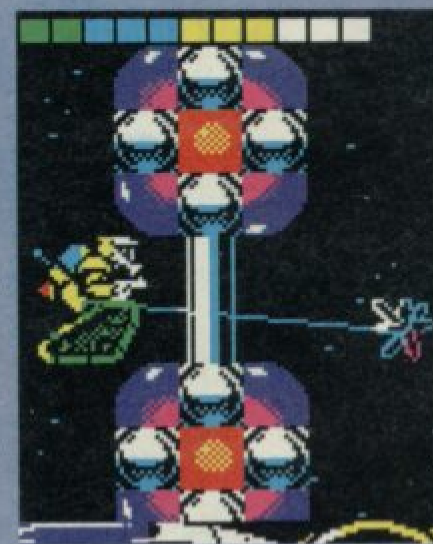


Lumme, time to put your sunglasses on or what?! Looks pretty splendid, eh?

The plot tells of an alien ship crash-landing into the Earth. Investigating, you discover that space pirates have taken over the ship, cut the life-sustaining power of the Guardian (the God-like alien pilot) and sent the ship into a self-destruct sequence powerful enough to blow up the entire planet! It's your task to wade through the alien pirates and shut off the main ship's computer (thus stopping the self-destruct sequence), though before that you have to restore power to the pilot so he can help you in your mission – one that takes you through three very different scenarios.

The first level is the most *Dan Dare*ish – you have to locate a power crystal and then bring it to a predetermined spot to give power to the Guardian. Full of colourful baddies, massive explosions, collectable weapons and logic problems, it looks like a bit of a winner.

The second level (in which you wear a bulky underwater suit) sees you fighting off vicious fish as you make your way through the alien ship's fuel tanks towards the computer, while Level Three has you changing again, this time into a giant exo-skeleton for a gigantic end-of-game shoot-'em-up. Excellent to see an original game around at the moment, we wish it well.

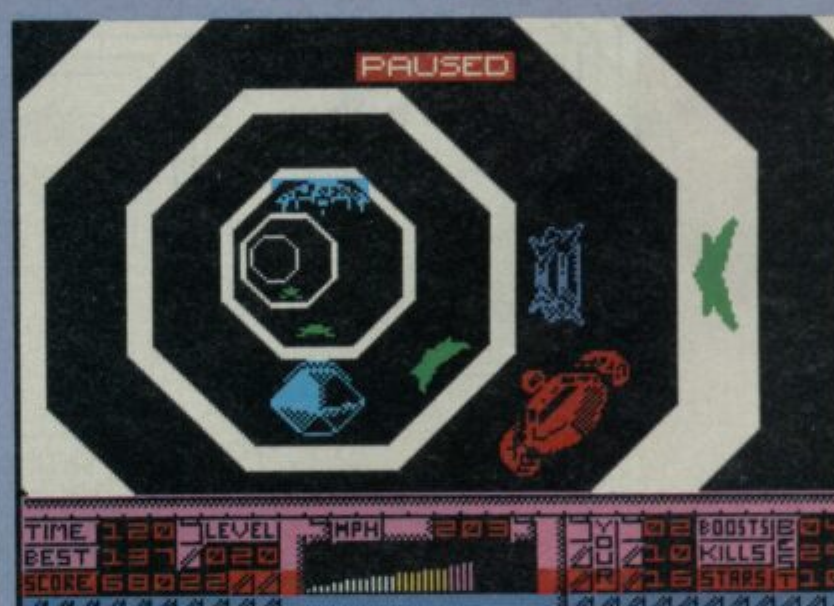


Well we've heard about whopper joysticks but this is ridiculous.

STUN Runner
Tengen (Domark)

Following last year's *Hard Drivin'*, Domark have once again picked their traditional 'impossible to convert 3D vector graphics' jobbie for their big Christmas number. *STUN Runner* is actually an excellent arcade game – faster and more playable than *Hard Drivin'* (admittedly an incredible achievement when we first saw it) and promising to make for an even more satisfying conversion.

Basically a massive bobsleigh race through the travel tubes of a futuristic city, it's simple (there's no accelerator or brake control – you speed up simply by avoiding collisions and riding the fastest outer walls of the tunnel) yet as playable as anything we've seen this year.



Mmm. Somehow we think 'hitching a ride' is going to be a trifle out of the question.



The action isn't restricted to tunnels. This shot for example shows us a blue sky (er, so we can safely assume it was taken 'outside').



A load of vehicles to ride in. Or bump into. Or both. (Probably.)

Boost pads (which catapult you to extra-high speeds), shockwaves (weapons that send smart bomb-like waves of energy through the tunnels, clearing everything in their path), armoured enemy drones and collectable extra weapons all add to the fun too.

Here you can see what Domark's conversion will look like – they've surrendered the idea of vector graphics for more traditional sprites on the 8-bit versions – and if they've also managed to get the speed and feel right we reckon they'll be onto a winner. As shall we. Look out for the full low-down in a *Your Sinclair* near you soon.


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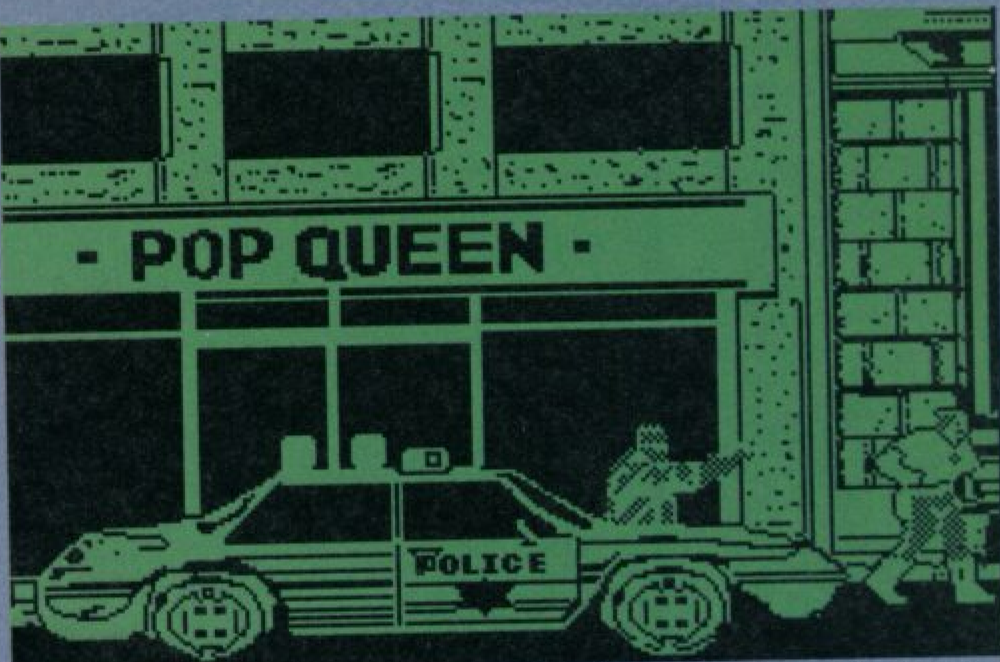
E-SWAT

US Gold

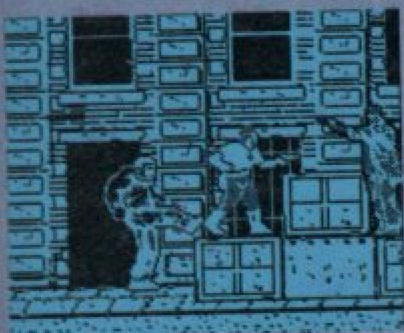
One of US Gold's real biggies for Christmas, *E-SWAT* is based on a very *Robocop*-esque Sega coin-op. It's set in the near future in Cyber City where criminals are, of course, running wild. You start off as an ordinary patrolman and have to complete two missions (platform shoot-'em-ups set over multi-directionally-scrolling cityscapes) before you earn your E-SWAT stripes. And it's then that the game really gets started.

Ah yes, I hear you saying, that's all very well, but what exactly is this E-SWAT business all about anyway? Well, it's the elite division of the Cyber City Police Department, of course (to be more specific, it's the Elite Special Weapons And Tactics division) – folk equipped with increasingly tough robotic exo-skeleton suits to help them keep the peace. Wearing the suit (from Level Three on, remember?) you're not only tougher, you can also start using the power-up weaponry that lies scattered about the place. The only problem is the baddies start getting tougher too!

With 15 levels set in different locations around the city, it's a pretty massive old game, and one that was very well received as a coin-op. Expect big things, as they say.



Where are you nowow, bay-bee, we used to hahave so much fun, you drive me crahahazy, dee-dum-dee-dum-dum-dum-dum. (Pop Queen. Betty Boo. Geddit?)


Freeze. Or I'll shoot. (I think.)

SCI

Ocean

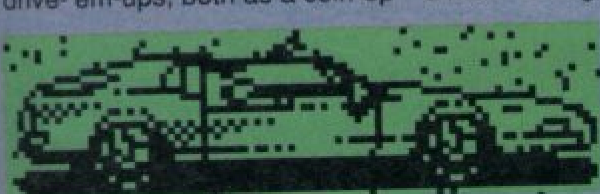
Special Criminal Investigation was the arcade sequel to *Chase HQ*, one of our favourite-ever drive-'em-ups, both as a coin-op and a Speccy conversion. In fact, the Speccy version really was the bee's knees – can *SCI* hope to be any better? Well, Ocean think so. Here's how...

Nancy still works at Chase HQ, and once again it's her descriptions of fleeing villains you have to wait for before giving pursuit. This time you've swopped your 928 Porsche for a more boring Chevy Camaro (or similar), but everything else is an improvement over the first game. We're promised a faster chase for a start, but the main difference is that now you aren't just limited to running baddies off the road, you can shoot at them as well! Get close to the offending car (once again identified with a big arrow in the air) and your partner sticks his head up out of the sun-roof and starts taking pot-shots at them! Overhead, the police helicopter can help out by dropping you bigger weapons (bazookas and the like!). Excellent fun, but don't forget – the baddies can shoot back too!

Though that's probably the major difference in the game, it's by no means the only one. There are different missions, including a hostage scenario, and backdrops which range from Paris to the Sahara (or so Ocean claim).

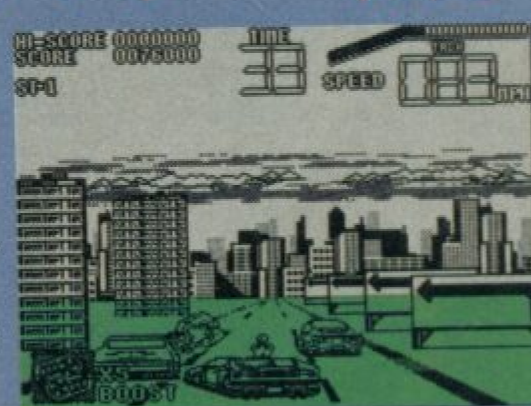
It's not always sunny in this new version either – various weather conditions (like the heavy downpour near the start of the game) come along and effect the performance of your car, slowing you down or sending you spinning off at corners, while the baddies are far better defended, many equipped with grenade-throwing motorcycle outriders who you've got to get rid of first.

Other than all that, the promise is that the game will be exactly the same as the original, only more so (which sounds good to us). Having seen and liked *SCI* in the arcades, let's hope it's true. The game's out mid-November, so look for a review soon.

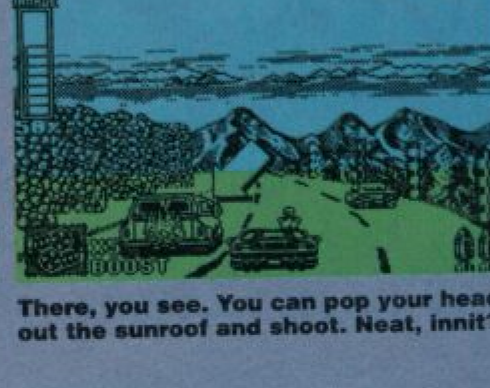




A-ha – the old thingimeejig out the back of the lorry, eh? (They can't fool us, you know.)



Looks as though it may rain soon. Now, we didn't have that in *Chase HQ*.


There, you see. You can pop your head out the sunroof and shoot. Neat, innit?

Line Of Fire

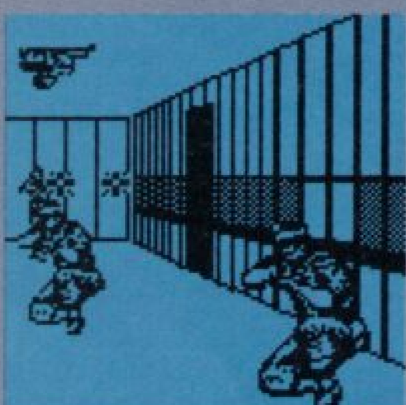
Us Gold

This year's main contender in the *Operation Wolf* lookalike stakes (although we do also have Activision's *Beast Busters* to contend with after Christmas), *Line Of Fire* takes the basic shooting gallery concept one stage further than *Thunderbolt* by not just having things scroll, but having you move around corners as well! Thus it's as if you're running down a series of corridors populated with baddies who leap out at you, every so often hanging a sharp left or right and bombing off down the next passageway.

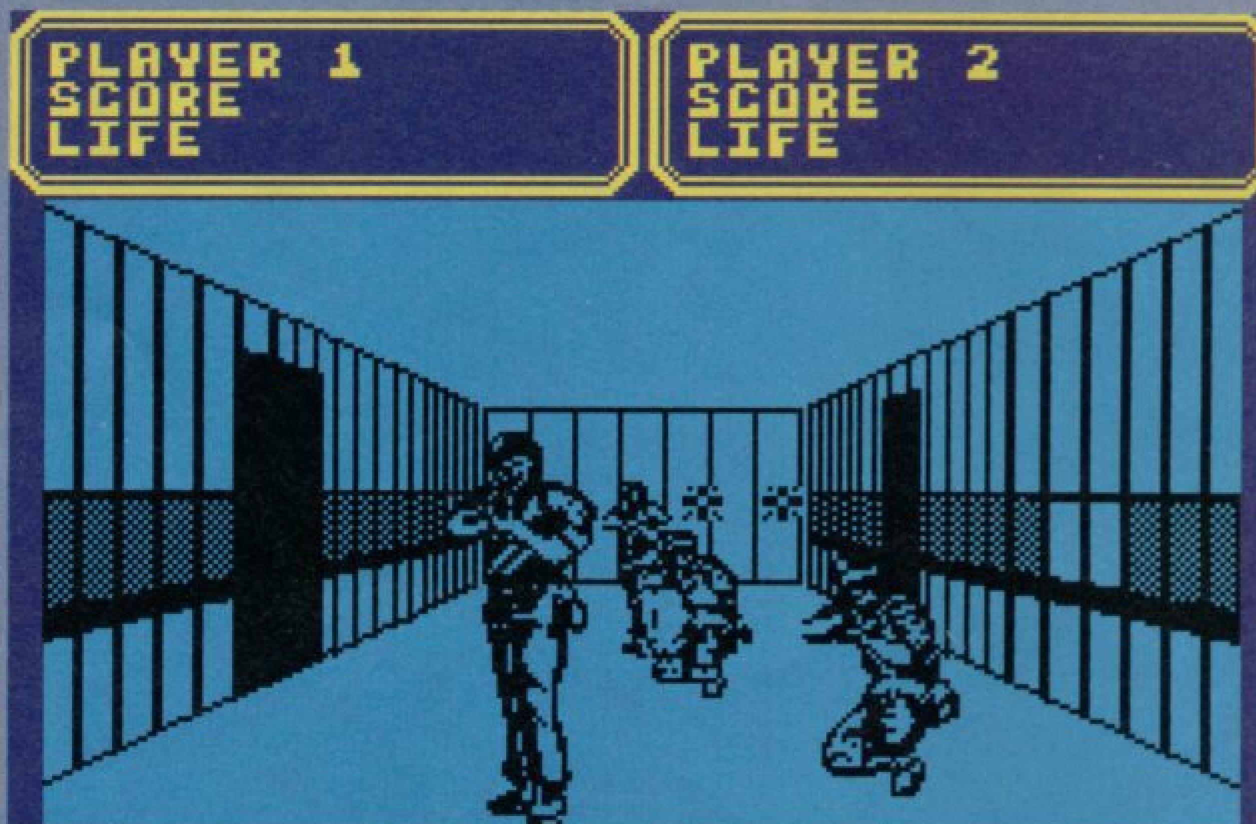
Of course, it's not all set in hospital-like corridors. Other levels take the same style of action down a canyon, through deserts and a jungle, and into a white-water rapids sequence (potentially the most spectacular). In some of these other levels you aren't just trotting along on foot either, you're mounted in planes, powerboats, jeeps and choppers. And the action reverses sometimes too – as if you're running out of the screen, firing back at the people pursuing you, rather than charging into it.



Plot? You want plot? Well, it's something to do with snatching a top-secret machine-gun from a Middle-Eastern terrorist organisation, but perhaps we'll save the delights of that for the full review next month, eh?



('Ere, Bill, me knees are killing me. When can we stand up?)



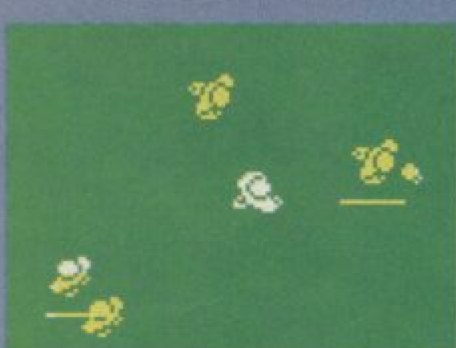
Reminds us a bit of *Die Hard* really, what with all the corridors and terrorists and what have you. No? Oh well, it was worth a try.

Kick Off II

Anco

Just missing its review in this issue by the skin of its chinny-chin-chin, *Kick Off II* (the Spectrum version of which was coded for Anco by Enigma Variations, the folk now best known for their support for the SAM Coupé) is an updated and hopefully tidied-up version of the first game. Certainly, there don't seem to be the disappearing white lines or balls going *under* the goal line anymore, though having said that the graphics are hardly spectacular.

The Speccy versions of Anco's football games tend to be very poor relations to their 16-bit originals (which are, quite simply, works of genius), but we hope a fair proportion of the playability has been retained – if it has, the flat look of the thing will become very easy to live with indeed. In the shops now, we'll be reviewing it in the January issue.



Yoo-hoo! Hello down there! Is any one of you called Gazza?



Ooh-aarr, there's pedigree in that thar game. Remember the World Cup? We certainly do. When we weren't watching the telly we were all crowded around the third floor office Amiga, battling it out for top billing in the *Kick Off II* Superleague and generally behaving like, well, thoroughly uncouth and ill-mannered chappies probably. If only Anco'd been able to release the Speccy version at the same time, eh? Oh well...

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NARC

Ocean

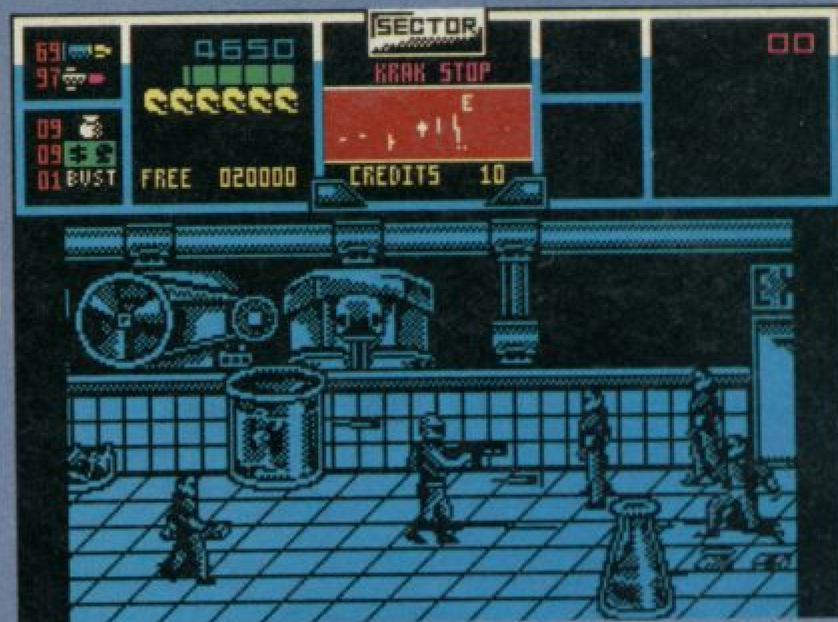
Perhaps the most exciting of Ocean's new crop of coin-op conversions (simply because it's not a sequel like *SCI* or another puzzle game), *NARC* is a two-player shoot-'em-up licenced from Williams, a sort of *Renegade* with guns.

The basis of the whole thing is your average *Miami Vice*-style crusade against drugs, with 11

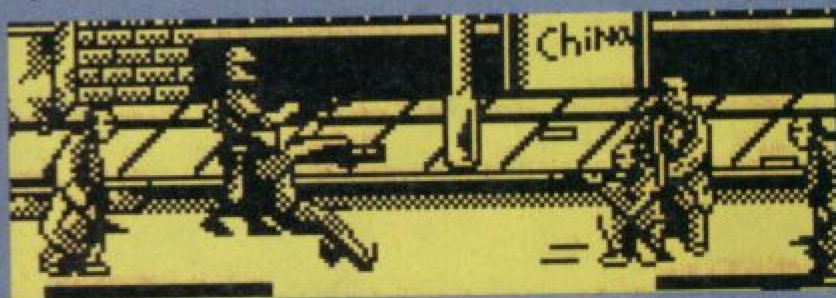


All the stuff you've got to throw away (and more probably).

levels set in warehouses, tube stations, restaurants and eventually the drug lord's mansion. There are collectable weapons (rocket launchers, machine guns and the like), collectable icons (including drugs for extra points, money for extra time and



Yikes! Judging by the size of those huge chemisty set wotsits it looks like we've stumbled into an episode of – gasp! – *Land Of The Giants*!


Excuse me, do you think you could all sort hurry along now – you really are holding up the traffic, you know.

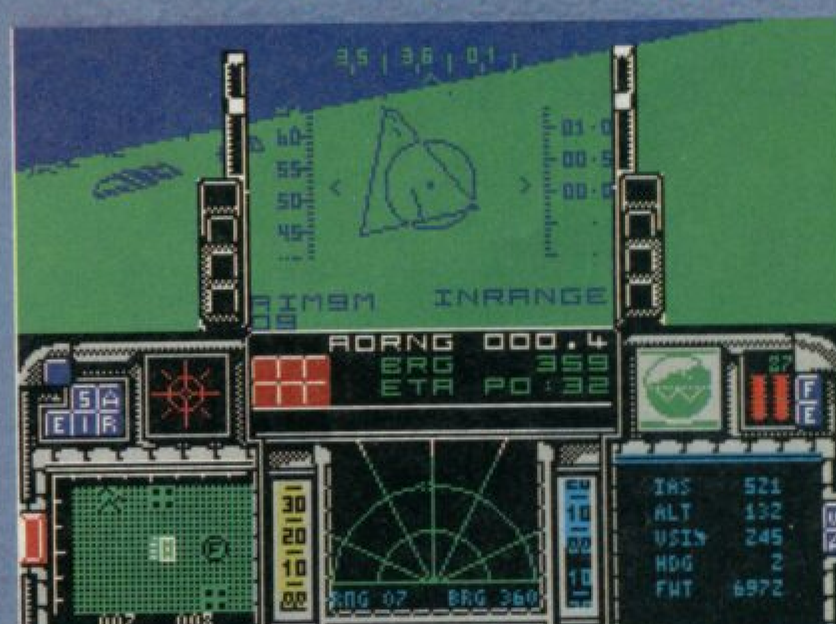
bullets for... but we're sure you can guess) and assorted enemies, including giant flying beetles, would you believe?

It all sounds fairly normal and familiar to us so far, and indeed it is – but it's also exactly the sort of thing that's bound to do incredibly (incredibly) well. It should be in the shops by mid-November (ie very shortly after you've finished reading this issue) so keep an eye out for that, and keep an eye out for the review too, coming up next month.

F-16 Combat Pilot

Digital Integration

One of the longest-awaited games of the year – in fact, we've been hanging for the blooming thing since January! – *F-16 Combat Pilot* is at last approaching completion. Those of you who know your 16-bit games will be aware that the ST and Amiga versions – now almost two years old – are undisputed flight sim classics. Rather than describe exactly what you can do in the Speccy version of the game (which'd take ages) just imagine you've all seen the Amiga, and then I can just tell you what's missing. (For those of you who haven't seen the Amiga, well, you'll just have to guess, won't you, though we'll



Oh yes, very posh. Wonder what that little light... there does. (Switch.) VrooooooOOOOOOOOMMMMMMM!!!!! *(CRASSSSSHH!!!)* Uh-huh – it kills you.



Gawd, just looking at the screenshot's making us go all giddy. Imagine what the real thing's going to be like!

go into much more detail with next month's review.)

Right. Well, for a start, you can only look straight-ahead when flying – there are no external views of your plane, and no looking to the left, right, above or to the rear either. The two-player mode's gone as well, the radar and choice of weapons are more limited, and only one enemy aircraft (all the same type, Mig 29s) can attack at a time, as opposed to the three or four in the original games.

Everything else is more or less the same though – the same targets (airfields, power stations and the like), the same switches from night to day, the same ground attack, intercept and strategy modes. In fact, it looks to be a challenger for best Speccy flight sim ever!

(Flying game fans might also want to keep an eye open for *ATF II*, sequel to Digital Integration's ancent *Stealth Fighter* flying game, out on the Speccy in January. It's not really a true flight sim as such, but it looks like lots of fun all the same.)

Dragon Breed

Activision

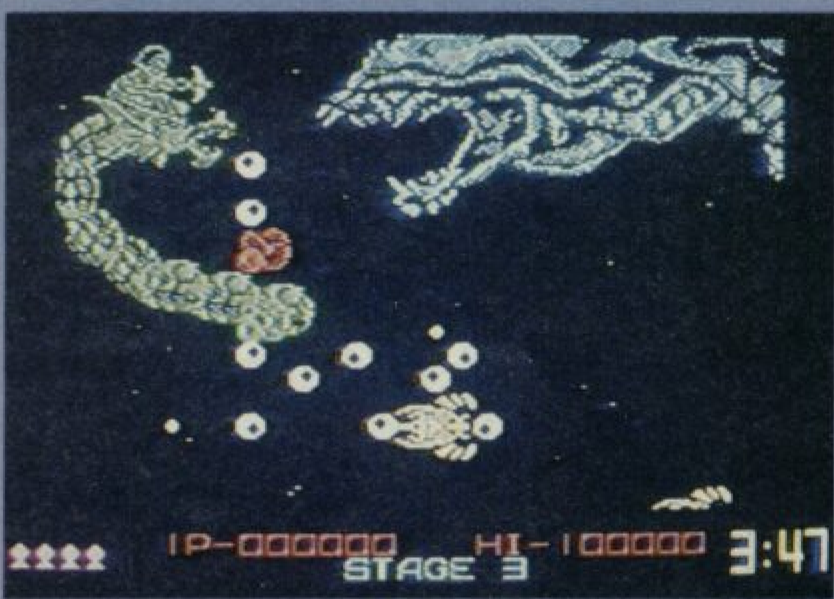
You may remember this Irem coin-op from last year. It was a sort of sequel to the classic *R-Type*, with the same team working on it and some similarly well-thought-out gameplay. (Shame then that the official *R-Type II* came out just a few months later and stole its thunder!)



Lots of little white doobries, some spooky alien grass and, um, that's about all we can think of to write about this screen. (Sorry.)



Blimey! Haven't got the faintest idea what those squiggly-shaped things are meant to be – but they'll be up to no good, we'll be bound!



Ha-ha! Note how I'm cleverly using the dragon's bod to protect my man (though I'm stuck at the top of the screen as a result).

It's a scrolling shoot-'em-up of course, the hook being that the main sprite isn't a spaceship but a curly, snake-like dragon, and the baddies are all of a rather lizardy nature too. Like *St Dragon* (reviewed this ish, fact fans), the snake has a fairly invulnerable body which you can wrap around to protect the vulnerable front end, though in this case it's actually the little chap riding on the dragon's neck who's the soft spot, rather than the head itself.

In fact, the rider actually makes it a more complicated game than *St Dragon*. Not only do you have two ways to fire (either with the dragon's firey breath, or with the rider's crossbow thing), you can actually jump down and run around on the ground, collecting icons or whatever.


More horrible flying things! (I'd better start using my little crossbow, I suppose.)

There are six levels of play (so there's plenty to get through), a fair few dollops of colour and bags of action – and with a bit of luck we'll have a review for you next ish! Check it out!

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Ho ho ho! *All the usual fab and groovy things that you've become accustomed to, from Crap Games to Megapreviews, from the newly-improved Tipshop to Slots Of Fun.*

The bumper seasonal issue of *YS* will appear on Thursday 6 December. It'll be tastier than your average Christmas pud!


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